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SHORT CIRCUIT
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ALIENS·WAR·FAIRLIGHT II·COBRA·FUTURE KNIGHT· JAILBREAK·IMPOSSABALL
NOSFERATU POSTER MAP· GAUNTLET~THE COMPLETE PLAYERS' GUIDE·ARTIST II
MUSCLE IN ON OUR HE-MAN, TARZAN AND JUDGE DREDD COMPOS
OVER 50 GAMES REVIEWED & PREVIEWED IN THIS ISSUE

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First came "The Way of the Tiger" the martial arts classic in which you had to prove your physical skills to become a Ninja. Now you have to prove your supreme mental agility in the second part of the Way of the Tiger saga "Avenger", the ultimate arcade adventure. Yaemon the Grand Master of Flame has assassinated your foster father Naijishi and stolen the Scrolls of Kettsuin. You have sworn to the God Kwon that you will avenge Yaemon's murderous act and recover the sacred scrolls. Your enemies are many, varied and all are deadly. All your skills courage and nerve will be called upon when you begin the final conflict in the Great Keep. Good Luck... only the brave hearted will survive.

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Trailblazer

THE WRITER



"The Best"

When it came to reviewing the best in wordprocessors for the Spectrum, Your Sinclair (Jan. 1986) said "I have no doubt that 'The Writer' will take over as the best Speccy wordprocessor."

Praise indeed. But praise we think is warranted for what one industry pundit described as "Probably the best wordprocessor I've seen for any Z80 based micro."

Just look at these professional features: up to 127 column screen display; Wordstar* compatible; Tasword II compatible; true printer spooling; user definable printer definition files (works with virtually any printer which can be interfaced to a Spectrum); pull-down menus; extensive 'help' files on non-tape versions; mail-merge (works with 'The Database' – forthcoming); print-merge; enables the definition of variables and numeric expressions in text; 48K and 128K Spectrum versions; Mouse/Joystick pointer options coming.

'The Writer' – "Simply, the best wordprocessor for the Sinclair Spectrum."

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Write for details of "The Filer" and "The Spreadsheet", coming soon.

*Wordstar is a registered trademark of MicroPro.

SINCLAIR USER CLASSIC

THE ARTIST II



"Better than the Best"

When we launched 'The Artist' in 1985 it was reviewed as the most amazing graphics package to have appeared for the Spectrum. Indeed, it became one of those very few 'utilities' to actually get into the Gallup Chart…

"…must grab the lead as best Spectrum artist program bar none." Sinclair User Classic, November 1986.

Artist II has been designed to be the 'best-bar-none' with features including: Icons and Pull-Down Windows; Mouse Control Options (works with two different kinds of mice); 48K and 128K Spectrum versions; same unbeaten line up of graphics features — but now with the addition of elastic-lines, elastic-circles, elastic-ellipses and elastic boxes. Artist II now supports a range of printers and enables 'dumps' in a variety of sizes. And yes, like Artist I, Artist II is still the only graphics package of its kind with a fully-flexible 'cut & paste' facility for any shape of graphics.

PAGE–MAKE UP: Artist II will also allow 'The Writer' files to be merged in and enable you to do true 'page make-up' as on much more expensive micros. Ideal for club/school magazines, broad sheets, etc., etc.

'The Artist II' — "It's bettered the best."

insideYS

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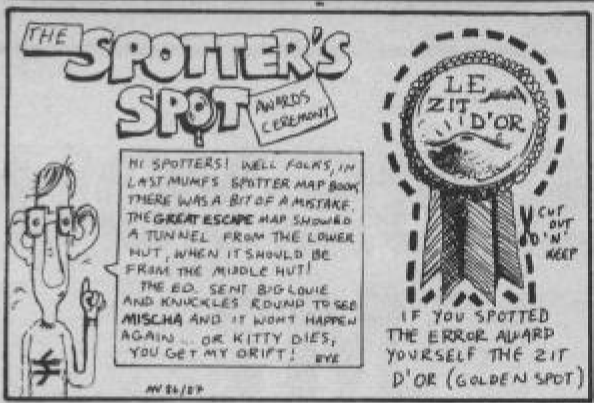
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P.S: We are also looking for 6502/Z80 programmers for urgent conversion work.

OOPS!



Frontlines: Rachael?
Rachael: Yup?
Frontlines: Read this piece of paper . . .
Rachael: Okay . . . "I, Rachael Smith, do publicly declare that *Antiriad* by Palace Software *is* compatible with the 128 Spectrum in 48K mode." . . .er, it is?
Frontlines: It is. And you said in your review last month that it wasn't. What are you?
Rachael: A gormless tottie?
Frontlines: Correct! (Our sincerest apologies! Ahem.)



"Well, Dickie, it was the right result on the day, the better team won. But that's what football's all about, David, eleven men and a ball. Oh, and ninety minutes. And the referee. I'm chuffed, Trevor, chuffed. The lads did us proud. I must admit, though, this dandruff is really getting me down . . ." ***Brian Clough's Football Fortunes*** **will be out on the Speccy on 14th January and it's pitched at £14.95. "We're choked, Trevor, choked."**

Kerrrrannnnnggggg! Rawk'n'Roll! Awright! Wooooo! (Changa changa plink twang!) Oh flip. Never could play the flippin' guitar! Hey, wot's zis then? A keyboard wiv Cheetah written on it . . . heeyyyy, now there's an idea. Yeah, I could link up this new MK5 MIDI keyboard to Cheetah's MIDI interface and sequence some music! Then I wouldn't have to be able to play at all! Just like Howard Jones! What is loo-oo-oo-ve anyway? Does anybody . . . . (*Shutup! Ed*). Cheetah's amazing MIDI keyboard costs £99.95 and is out now.



SHE'S THE BOSS



or The Conservatory Window
(A one act play)
Starring T'zer as The New Ed, Ed as The Ex Ed, and Phil as Himself.

T'ZER: Hurrah! I say chaps, I've just been made Editor, 'cos it's true, you can't put an old Ed on new shoulders.
ED: Watchit! You'll be the Ed over my dead body . . .
T'ZER: Okay, smartass. (BANG!)
ED: Eek! (THUD)
T'ZER: Right, now to write 100 pages of T'zers!
ED: (Croak) Oh no you don't, it was only a flesh wound!
T'ZER: Right through the middle of your head?
Ed: It's okay, I think I'm feeling much better.
PHIL: (Wearing shiny Assistant Ed badge) Pack it in, you two, or I'll bang your two 'Eds together! Ha ha ha ha ha ha . . . Ahem!

It's incredible innit? No sooner does a new computer come out, than some bright spark brings out a glossy new guide to it's important little places. New from Melbourne House is *Spectrum +2 — Machine Language For The Absolute Beginner*. A fine book! Lurvely for the old coffee table, doncha think?





On the Digi (tippy top) Tape this month is, of course, *UFO* (see screen), our most addictive game yet, as featured in the pulpy pages in the centre of this gorgeous (yet humble) mag!

Not content with giving you the best in type-in entertainment every month in the shape of *Program Power*, *Frontlines* is proud (flushed even) to present yet another Megagame on Digi'T'ape this month! *Fighting Obelix* by Toby Messer is a fantastic adjunct (look it up!) to Melbourne House's fabby *Asterix* game. You play Obelix in a fight to the finish with a succession of Roman Wellies, sorry wallies.

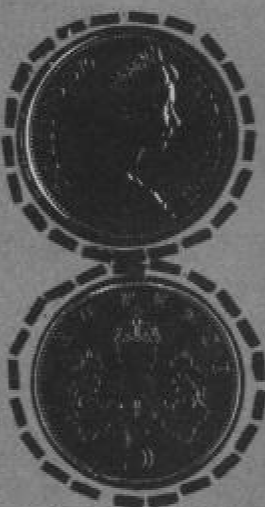
By Toutatis!

AVAILABLE ON DIGITAPE

Murder off Miami



These two heavies must be Fergus McNeill and Jason Somerville, youthful authors of CRL's latest adventure *Murder Off Miami* or *Frontlines* will eat their hats. Based on Dennis Wheatley's thirties thriller, the game's a solve-it-yourself moider mystery of the did-he-jump-or-was-he-pushed-and-so-what-anyway variety. Among the puzzles you must solve is whether or not that's a real cigarette Fergus is chewing, and why Jason has a bat stuck under his nose.



PRICE RISE

Bet you didn't know that there's a country-wide shortage of 5p's? Thought not. So, if you've been wondering why we've put the price of *YS* up to £1 it's simply 'cos we're such nice people and we thought we'd do our bit to help save on five pence pieces. But being such sugar-coated human beings here's your change . . . What we didn't tell you is you've got to do-it-yourself!

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2. Stick the two halves to a ten pence piece.
3. Take a metal file and file away the excess silver on the outside of the 10p.
4. And there you have your five pence change.
What's that officer? You represent the Currency Fraud Squad . . . Oops — quick, scarper!



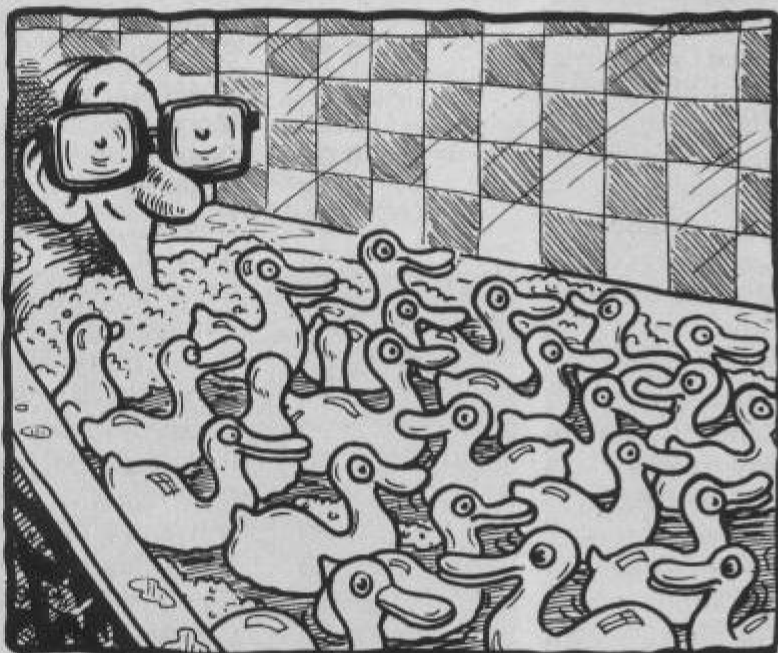
This month's mystery pic is courtesy of Virgin — at least *Frontlines* assumes so by the Dan Dare poster in the background. And all because Virgin is launching a massive Christmas promotional campaign on its Leisure Genius range of games.

But *Frontlines* reckons some questions have to be asked. To whit (to whoo):
1. Who is the mystery man?
2. How much had he had to drink at lunchtime?
3. Has he thought about getting that wall replastered?
Answers on a postcard, please, to anyone but us.



Hasta Pronto! Signed Monty Mole. (What the flamin' dingos is he doin' in Spain?) Well, he's taking part in the definitive platform adventure, for a start. Yep, it's *Auf Wiedersehen Monty*, from Gremlin Graphics, the new Monty Mole game that's coming soon.

A QUACKER OF A COMPO



Do you like rubber? Are you into ducks? You are? Well, you'd beak quackers not to enter this incredibly feathery compo 'cos Activision is offering ten copies of *Howard The Duck* plus ten rubber ducks so you can waddle away in the bath to your hearts content. All you've got to do is answer this riduckulous question.

What is the name of Donald Duck's uncle?

Answers on a postcard please to Bathtime's More Fun With A Rubber Duck Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

"Illogical, Captain"
No, yer big lop-eared dapper, not that sort of Vulcan! The flippin' Tunisian Campaign 1942-43. You know, Operation Vulcan! The Battles of Kasserine and Mareth? *Vulcan* is a new wargame from CCS, not a pointy-lugged hobgoblin from outer space! Tsk!
"He's dead, Jim"
Oh brother!





Trendy or what? Is this the latest pop heart-throb? Mags of A-ha, perhaps? Could it be Andrew Widgeley? Or possibly the camp one in the Pet Shop Boys? Ah, but no. So who is the cool dude? Groovy sunglasses. Hip stubble. Fab earring. In fact it's Mark Rivers, who according to Sparklers, "looks set to stun the world with his action-packed, super-sophisticated programs." So now you know!

t'zers...

Swish . . . swosh . . . swish . . . Bet you can't guess what I'm doing? Don't be disgusting! I'm actually gliding down the jolly ol' motorway in my sleek black number with its sumptuous leather and real fur (no, it's not a dress, it's my luxury Rolls Royce). And all you can hear are the wipers and the beating of my happy heart. Well, okay, it's a clapped out Triumph Toledo called Tarquin and you would be able to hear the beating of my happy heart if only the clutch didn't grate so.

I'm writing T'zers using my dictaphone (stop sniggering). I ought to use my typewriter, but I can't get it on my lap! Anyway, what's 1987 got in store ?

What better place to start than **Mountie Mick's Death Ride** from Ariolasoft? It's a shoot 'em up that takes place on the Trans Canadian Express. Watch out for it at the end of Jan. What else? Oh, Ariolasoft is also bringing out **Zarjazz**, another shoot 'em up, and **Triaxos**, in which you have to rescue a man who's been imprisoned in a cube.

Whoops looks like a speed trap up ahead — it's a good job my brakes work. **Trap** just happens to be the name of Alligata's (gimme an alligata sandwich and make it snappy) new release due in February. On it's budget label, Budgie there's **Octagon** and, cheep, cheep . . . **Rockman**.

Oh dear, some fool's puffing into a breathalyser bag over there. It's stupid to drink and drive — you get soaked every time you go round a corner and you get ice up your nose. Whirrrrrr . . . thump . . . clunk . . . donk . . . I've lost a wheel . . . Thud . . . Oops, I've hit something. Oh it's alright, it's only Richard Tisdall from US Gold. "Arrh . . . ouch . . ." What are you moaning about, you've still got the other leg. "It's amazing we should run into each other like this 'cos I've got something unbelievable to tell you." Unbelievable! What? "I just told you, a compilation of four Ultimate games called **Unbelievable.** I'm going to hop along now. Bye."

Splut . . . whizz . . . graunch! Oh, another wheel's gone . . . "Two wheels on my wagon . . . Whoops it's a policeman. "Ello 'ello 'ello. Excuse me madam, is this your car? Would you stop this vehicle, cos I can't hang on your wipers for much longer . . ." Crunch! "Ah, yes just by this lamppost will do fine! Before I go any further I must warn you that anything I am about to say, may be taken down and held against you." Cheeky! "Ahem, right then. It has come to my notice that Melbourne House is bringing out a sequel to **The Hobbit** called **Where Hobbits Dare**. I also have reason to believe that Mastertronic is bringing out a game called **Feud**. I was

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Make cheques/PO payable to Barry Paul. Allow 28 days for delivery. Please phone for details of new releases and any games not listed

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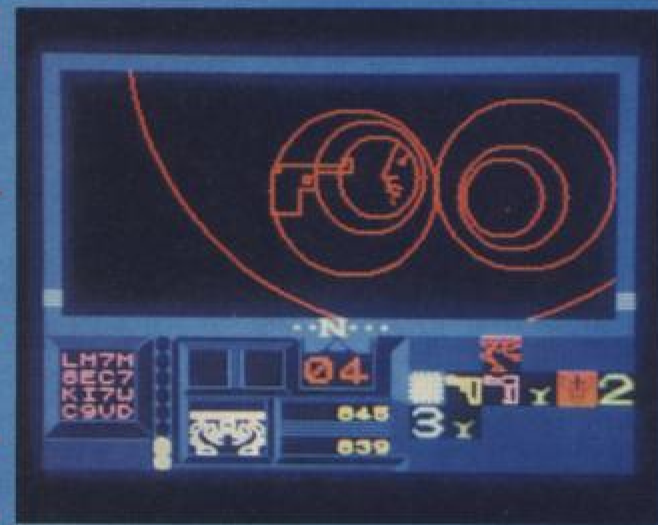
FUTURE SHOCKS

SUPER SOCCER



Here we go, here we go, here we go . . . Yes, another footie game for the Speccy. *Super Soccer* from Ocean sports 22 long-haired hunks dribbling and dodging across the pitch. You can either play against the computer or a mate and it's up to you to select the right players for your team. As a player comes under your control a halo appears above his head just like The Saint. We might've known ol' Saint and Greavsie would get their oars in somehow. In a corner kick or after a foul you get a bird's eye (foul, fowl. Geddit?) view of the pitch and you can choose where to place your men. *Super Soccer* is very like *Match Day* in gameplay and it includes exciting elements like sliding tackles and flying headers. Get yer kit on 'cos it's out now!

HIVE



Ninja warriors, commandos, moles, destructive toddlers and Sylvester Stallone. You sure get to play some pretty weird characters in Spectrum games. But an electronic grasshopper? Cor strike a light, John, you're pulling our leg. And if you aren't those boys at Firebird must be 'cos in its new game *Hive* that's just what you are.

Naturally life's no doddle for the supercharged leaper, bounding around the corridors of the hive avoiding all manner of bizarre opponents. Vector graphic bees flutter malevolently in your direction, huge faces try and stare you out, and on the 11th level the electronic Queen Bee waits to give you a buzz you'll never forget. *Hive* boasts a revolutionary new game-saving system using a 16-digit code, to save all that messing around with tapes. But it'll need a lot of concentration to complete, so it may not be the game for grasshopper minds (groan). *Hive*'ll be jumping its way into the shops in January.

FOOTBALLER OF THE YEAR



Putting the boot in is clearly this month's sporting pastime, what with *Super Soccer*, Cloughie's offering and now this. So if you're one of the diminishing breed who gets their kicks on the football field, stop punting the pill into the back of the net and take a pass at this. You'll pay the penalty if you don't. (*Groan. Ed*). *Footballer Of The Year* is a footie simulation where you play the up'n'coming midfield maestro (does that make him an Austin Rover?) whose eventual goal is the coveted Footballer Of The Year award. Gremlin Graphics reckons it's the only game that puts you in the boots of a professional footballer. Let's hope he hasn't got athlete's foot eh? Bleeeeurgh! Kick off should be any time now.

DOUBLE TAKE



If matter doesn't matter, what about antimatter? Ah, the philosophical and scientific riddles that computer games throw up. Ugh! Now Ocean has examined the horrendous consequences of matter and antimatter colliding in *Double Take* 'Summink' is the villain of the piece, but as he's from another universe, and so quite immune from prosecution, you get the blame. It all means a viciously hard slog through the research centre, returning antimatter objects to their own universe. It'll knock you out summink rotten. And if that isn't enough then you've got to go and kill 'Summink' himself.

Ocean will be releasing *Double Take* at the beginning of January, at £7.95.

SCALEXTRIC

Vrroomm! *"And it's Murray Walker here, putting all the emphasis on the wrong words as usual, while Nigel Mansell speeds through the chicane to win the inaugural Scalextric grand prix here tonight. James?"* "Well, thanks Murray, but actually it was Nelson Piquet . . ." Yes, Murray always gets it wrong, but here's your chance to get it right with the Spectrum version of *Scalextric!* Okay, so it's another motor racing game, but this one's got a split-level screen, 17 famous circuits to choose from and an icon-driven track designer! Coo ur gosh! Murray? *"And from Hockenheim . . ."* ". . . Brands Hatch, Murray . . ." *". . . it's back to the studio."*



NEMESIS



More Konami Kapers with its latest coin-op conversion of the classic arcade game, *Nemesis.* All eight levels are there which must have called for some fairly tasty code-squeezing. Yum, yum, yum! And even more amazing — nothing's been left out. There are eight different speed modes to choose from and a very smooth sideways scrolling action. Have you got the scrolls? No, I always . . . (*Snip! Ed.*)

Piloting your Warp Rattler ship (rattle mah warps, boy. Yeehah!), you must save the planet Nemesis is from the invading Bacterions by destroying the Xaevous mother ship. What ensues is a mammoth and vicious shoot 'em up that'll get your nerves a-tingling. *Nemesis* is out in February. Whoopee!



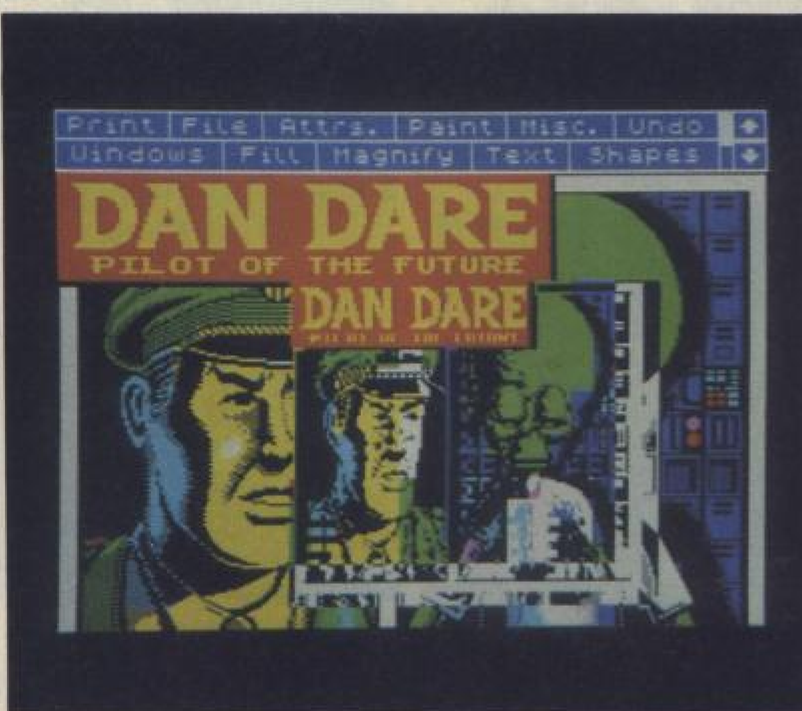
ACROJET

Q: What else can you do with an aircraft besides whoooosh!?
A: Crash it in glorious technicolor. And here's your chance to prove it! 'Cos *Acrojet* is a high-flying decathlon for sky jockeys! Ten wizard courses to buzz around and if you can get around all those without smashing slap bang into mother earth, you're a better man than I, Amy Johnson.

The trick is in mastering the controls, which needs the timing of Viv Richards and a degree in aeronautical engineering (to understand the instructions). But after a bit of practice, you could well be wheeling around like an air ace! *Acrojet* is winging its way into the shops right now! Screech . . . Crash!

Advanced Art Studio

Hey, you saucy little Van Goghs, you. Lend me your ears. (Squelch) Eur! Listen, no time Toulouse! You remember *Art Studio*, ze best thing since ze brush? Well, drop zat mouse and cast les yeux over zis! Mais oui, Rainbird/OCP 'ave improved eet! Before you get your smock in ze twist, ze bad news is that it's only available for ze 128, but if you really want to paint yourself in ze nude, you won't let a zing like zat stand in your way? Non! It's out now, and it's un snip at £14.95. Not much Monet at all!

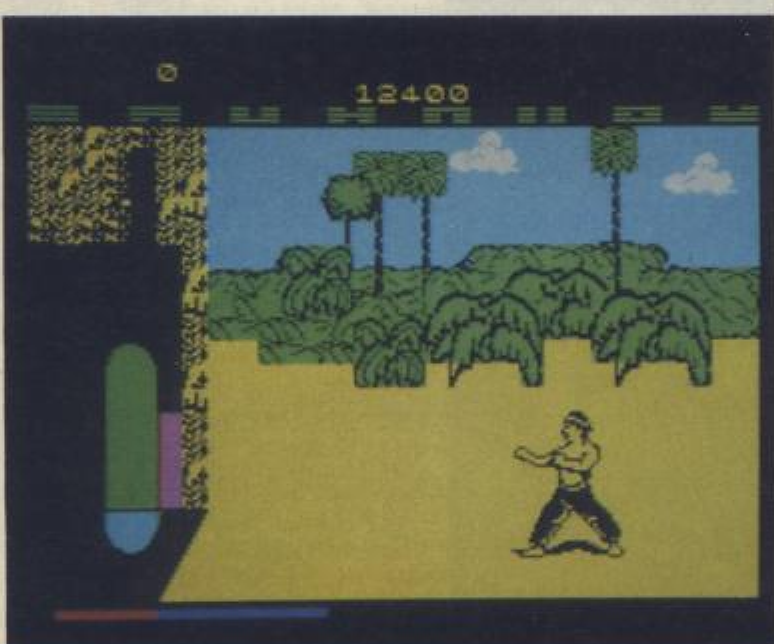


JAIL BREAK



Thump!!! (sound of jail breaking.) But what's this? Another koin-op konversion from those kooky kharacters at Konami? And this time under their own nom de plume. Previous efforts have come to you by way of Imagine and Softek, but now the wacky Japs are running the show themselves.

Jailbreak is an arcade runaround with countless levels and more than 700 different screens. Tough luck, really, being sent to what must be the largest jail in the galaxy, but you've still decided to bust loose, you stubborn person you. *Jailbreak* should have escaped Konami's clutches by the time you read this, and it'll cost £7.95.



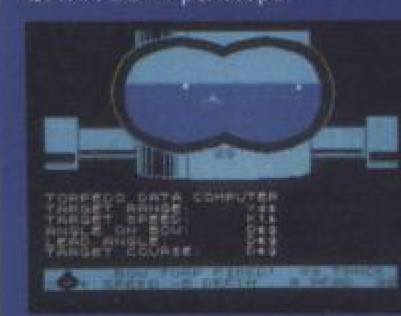
FIST II
The Legend Continues

It's big, it's huge, it's ginormous. What is it? *Fist II — The Legend Continues* from Melbourne House, that's what! You'll need strategic forethought and lightning quick reflexes as you battle your way through a sprawling hostile land of swamps, dark forests, mountains and caves. You'll have to fight your way past ninjas, shoguns,warriors and soldiers to get to the volcano fortress of the evil War Lord. Sounds lavaley! Only if you have become a true Fist master — one who has learnt long forgotten fighting techniques of the once mighty warriors of the Exploding Fist — will you have any chance of success. There are more than 100 screens and over 700 sprites to defeat. *Fist II — The Legend Continues* is out now and costs £8.95.

SILENT SERVICE

Ever been fascinated by those old submarine films on telly? You know, the ones where the sub has to lie on the ocean floor playing dead while enemy ships sail overhead. But then Ensign Kowalski drops his bowl of coco pops and the depth charges start a-dropping . . . BOOM!

Now Das Boot is on the other foot, with US Gold's spectacular new sub-sim *Silent Service*. As captain of an American submarine in WWII, you prowl the Pacific in search of enemy vessels to blow up. Being a Microprose simulation, it's breathtakingly realistic, even to the extent of giving you dud torpedoes (which in 1942-3 were an explosive problem.) US Gold expects it to have surfaced by the time you read this, and it'll cost £9.99. Down periscope.





BATTLE OF BRITAIN

Righto chaps, bandits at three o'clock, what? Peel orf, Ginge, and see what the blighters are up to. Which blighters? PSS, of course. Those johnnies have brought out this spiffing new game — *Battle Of Britain* — all about those Luftwaffe bounders and their dastardly attempts to gain air superiority before the invasion of good old Blighty, don't you know! But we gave 'em hell! We showed 'em how valiant us Brits could be! And now you can do the same. It'll set you back £9.95, but it's a small price to pay for a chance to biff the rotters. Chocks away!

BIG TROUBLE IN LITTLE CHINA

Electric Dreams has stir fried a movie tie-in from the same wok that brought you *Back To The Future. And it's called Big Trouble In Little China* — ah so!

Some people, it seems, pick the worst places to pick a fight, and by far the worst place is Chinatown. Just think of all those black belts in Suzuki, Kawasaki and other fighting arts. Tsk! And wouldn't you know it, but you have to pick it (don't, 'cos it'll never get better) with Lo Pan, a thousand year old evil Chinese rice paper walker of the first order!

Unless you can defeat the evil Lo Pan (sounds like a sort of pizza, dunnit?) the world will be plunged into darkness. As the evil forces gather in the sewers, you prepare to face Lo Pan . . .

Waiter! This chicken's rubbery! (Ahhh! Thank you, sir!)



LITTLE COMPUTER PEOPLE 128



There are little people in your computer. It's truuuuuuue! I saw one only the other day. His name was Edgar, and he enjoyed typing letters to his friends, playing the piano, watching TV and playing records. *(I think you've been working too hard. Ed).*

In the past, these rarely seen little folk have been spotted in other computers. But now they've moved in to your 128 Spectrum with the help of Activision's *Little Computer People 128*. And what independent little beggars they are too! You can suggest what they might like to do, but they'll only do what they want to! Tsk!

BUTCH HARD GUY

"Gnnn. Rmbl. Scrgg. Trnk." More of this exclusive interview with Sylvester Stallone next month, but meanwhile how about this new game from Advance Software Promotions? *Butch Hard Guy* is the name, trashing gooks is the game. And Butch is no slitty-eyed, grunting slab of beefcake with no morals and less intelligence. Well, all right, he is really. (Ooh, hark at the muscles on 'im!) Butch has 20 screens and countless challenges to cope with, and the POWs he has to rescue even have beards. Realistic! Advance is still flexing away at the final version, but Butch should be marauding through the shops by the New Year.





RANA RAMA

Where can you find a legless frog? Where you left him! Ribbet ribbet! If you've got a fascination for frogs, and haven't we all, you'll go all warty over Hewson's new game *Rana Rama*. You play Mervin, a sorceror's apprentice who's managed to survive an invasion of evil warlocks. And he did it quite by accident! He inadvertently transformed himself into a frog whilst attempting to concoct a potion to make him tall, handsome and muscular (Phil could do with one of those!) Now he's gotta do what a frog's gotta do and fight his way through hordes of hideous wizards in this amphibious shoot 'em up. What's green and hard? A frog with a flick knife. Or Merlin, of course!

● ● ●

proceeding in a westerly direction, when I noticed that PSS is bringing out **Battlefield** and **Heroquest**, the sequel to **Swords And Sorcery.** Well, that just about wraps it up. Evenin' all!"

Now where was I? Ah yes, Rod Cousens tells me that Electric Dreams is releasing **Star Raiders II**, a classic shoot 'em up in space that'll be out pretty soon. It's also releasing **Chameleon,** in which you play a character who's battling against the four elements. Bit like Jim Bacon!

Activision has a few new products up its sleeves too, though there's not much room for its arms! **Wonderboy** is an arcade licence in which the hero must rescue the fair Tina. A real Turner up for the books! Or what about **Quartet**? Space Pirates are invading 006 space colony and you must fight them off. Clank . . . thunk . . . Wow! A Triumph unicycle!

I'll have to stop and see what's wrong. Tinker, tinker. I reckon my big end's gone! (Wipe that smile off your face.) I'll have to call the AA — hic! And then the RAC. While I'm waiting . . . oh look, someone's tooting a horn. It's Paul Finnegan from Ocean in his new Merc. I wonder if he'll stop and help? "Hi there, T'zer. Ocean's releasing **Tai Pan**, the follow up to **Shogan**. It's also releasing **Arcanoid** and **Renegade**. Can't stop. Byeee." Zooom! He didn't even slow down!

Hey it's a flasher. Yep, the RAC man's here. "What seems to be the trouble?" My car's dead. "It looks like a demolition job to me. That reminds me — CRL is bringing out **Ballbreaker** and **Death Or Glory**." Well, I'll just finish T'zers while I'm waiting. System 3's releasing **Bangkok Knights** and **Last Ninja** — the last and ultimate ninja game (likely story). "Okay I've patched her up. That'll be 114 quid." Thanks a lot. Your cheque's in the post . . .

Clunk . . . screech . . . patched up is the word — my bits are falling off. Who's that thumbing a lift? It's Sue Quinn from Gremlin. Very handy. I'll give you a lift if you tell me about Gremlin's new games. "Okay, Gremlin's releasing **Krakout, West Bank, Convoy Raider** and **Samurai Trilogy**." Scrunch . . . ping! "What was that?" Don't worry, it was only the roof flying off. "Flippin' heck! Where was I . . . Oh, it's also licensed **Deathwish III** (apt eh?) and **Basil The Great Mouse Detective** and if you don't mind I'd rather get out here." I can't see why but alright. "Aaaaaaargh . . ." Tee hee. Why didn't she wait until I'd stopped?

London three miles? Hooray! I'm back. Well, I'd better get to *YS* and write this up. I'll just take the tape out . . . Oh no, I didn't put one in! I've got to write it all again! Swish . . . swosh . . .

Teresa Maughan

FUTURE

Impossaball

Have you got an obsession with bouncing balls? Well, now you can get treatment with Hewson's *Impossaball*. In it you play a springing sphere with ants in its pants, well, it would have if it wore them, but this one's nude! Bouncing your ball through a 3D checkered grid, you've got to manoeuvre through various hazards until you reach stalagmite and stalactite-like cylinders that you then have to batter relentlessly into the ground.

There are eight levels and each has its own peculiar little hazards for you to overcome and it's no easy task. Spiky toadstools don't leave you mushroom to move and you'll get more than a little hot under the collar after a licking from the lethal flames.

The copy we saw wasn't quite finished and Hewson plans to put even more elements in to make you go barmy with frustration. *Impossaball* should be springing into the shops later this month and at £8.95 you're sure to have a ball.



Deadly or what? Get too near one of these and you'll get a good spiking. And you know what that means — yep, you're back to the start.

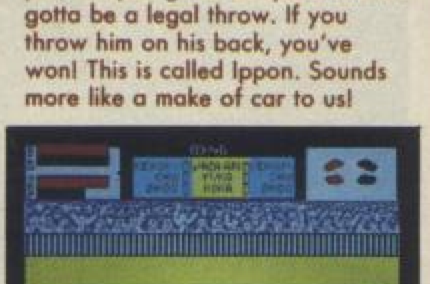
Looking like something out of British Gas, these flickering flames move predictably, though their formations become more complex later on. On the final level there are three rows of them, advancing like bloodthirsty gas share hunters.

Poking at these will earn you 100 points a time. But make sure you prod them in the centre, 'cos otherwise they won't budge.

Keep the fire button down to make Impossaball bounce higher. Letting it go will make it bounce about 3/4 of the screen height, then 1/2 and so on — useful for getting past those spikes.

Uchi Mata

Uchi Mata! Bless you! Golly, that cold has been with you for a long time hasn't it? Ever since we first mentioned Martech's Judo simulation called *Uchi Mata*. (Gesundheit!) The difference between this little gembo and any other kind of martial arts type chop-aroony, is that the moves and throws are made by wiggling the joystick to follow the moves on-screen. You have seconds to take your grip and throw your opponent, either the computer or a pal, but you gotta be quick and it's gotta be a legal throw. If you throw him on his back, you've won! This is called Ippon. Sounds more like a make of car to us!



JUDGE DREDD



Stomm! All you juves, perps, muties and fatsos who think you've gotten away with whatever it is you do (perv!), think again. *Judge Dredd* is on the streets tonight! You'd better watch your step, 'cos he *is* the law! A glom at the screenshot will tell you the whole story. Drok!

Out soon, new, fresh and crinkly, from the Melbourne House Block, Brit Cit, comes the leading lawman, the people's Judge, a one man legal system, in a fight to the death on the mean streets of Mega City One. So keep your nose clean, unless you want it blown for you. (Bang!) Eek!

Stormbringer



If you're a *Knight Tyme* fan get a load of this . . . *Stormbringer*, David Jones' latest episode in the Magic Knight series is about to hit the 128. And yes, our gallant hero's still in trouble. Escaping from the future in his time machine, Magic Knight experiences serious damage in his Parallel Universe Phase Shifter (it's the first time we've heard it called that!), resulting in the uninvited appearance of another, incorrigibly evil Magic Knight called The Off-White Knight (the dirt says hot, the label says not.) So now it's up to our goody-goody superhero to get rid of the dastardly Off-White Knight by sending him back to his own universe. And that's not going to be easy.

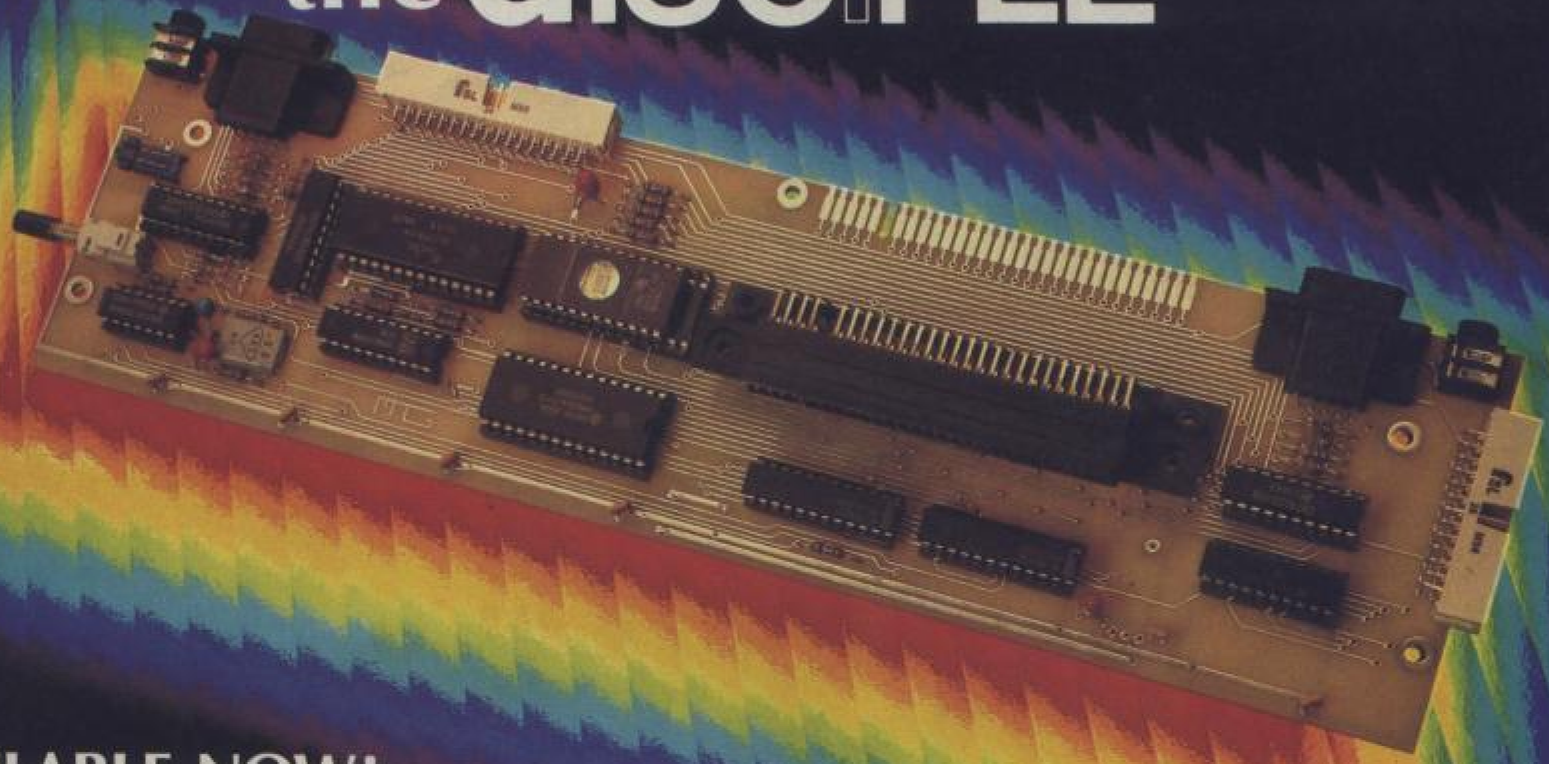
The 128K version has 64 rooms, 64 objects and 16 characters (phew!) and will be out some Tyme soon. Mastertronic will also be releasing a 48K version later this year.

SHOCKS


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LETTERS

EVERY ONE A WINNER!

WRITE TO: *YOUR SINCLAIR*, 14 RATHBONE PLACE, LONDON W1P 1DE

A fabulous bundle of software for the star letter ☆ All letters win a YS *Badge*

First I'm forced out of the Letters page and find that She Who Must Be Obeyed has ensconced herself for a month. And now she's taken over the rest of the mag and I've been given some fancy title and chucked upstairs. Well, you don't get rid of me that easily. I may be the Ex Ed and T'zer's taken over but I'm not giving up Letters this month. . .

THOR OUT

7 o'clock tonight then T'zer? Oh! Sorry. . .
Dear *YS*, on your December ish, the pic on the front cover (I used it for a poster) caught my eye. The two warriors Thor and Sheba from the new game *Dandy* were wearing some very funny things. I would've thought that they're too old for 'early leaning' face paints. (Don't worry mums, it comes off the carpets!). Thor had a Sony Walkman strapped to him and must've got his C&A trousers at half price. As for Sheba's frock. . . well! Keep up the pics! They make great pin-ups!
Robin Maunder
Lancaster

Of course, they make great pin-ups. Look who did the modelling. . .

Was it really necessary to portray the Ed and T'zer scantily clad on the cover of the December issue? After all, you do have young readers and my mummy says it's a bad influence!
Michael White
Hexham,
Northumberland

There you go, I've always said we were influential people. Bad but influential! **Ex Ed**

I have a complaint about your (so called) mega brill mag. It's the cover design. How do you think it looks, me a mature 13 year old, walking out of John Menzies with what looks like a comic under my arm. Well, I tell you, I get laughed at by people in the street.
Scott McKellar
Port Glasgow,
Renfrewshire

So, you get laughed at in the street, do you? But what's that got to do with YS? And don't tell me you only get laughed at when you're carrying it 'cos that one won't wash. **Ex Ed**

RSVP

Dear T'zer, I saw your picture in the December issue of *YS* and thought I'd write to you. I also saw the star letter. I have written in to some companies and here's what happened.
1 Firebird — five posters and a new price list.
2 Gremlin Graphics — no posters and a price list.
3 Mirrorsoft — five posters, catalogue and price list.
4 Melbourne House — three posters and a price list.
5 Hewson — no posters and a price list.
6 Electric Dreams — two posters (both *Back To The Future*) and more of a fact sheet than a price list.
7 Ocean — five posters and a price list.
8 *Your Sinclair* — (hopefully) a picture of T'zer!
And why is the pic of T'zer in the December ish a bigger shot of her head from the May issue. Can we have some new pictures of T'zer?
Matthew Landor
Gosport, Hants

Now T'zer's the Ed, I'm worried that we won't have anything but pics of her in the mag from now on. . .

I am writing to redress the balance of the software firms that Mr McSherry had problems with. I wrote to the following software companies asking them two questions. **1.** Do you have posters and if so, how much are they? **2.** Do you do 128K upgrades of your programs? I got the following results:
Hewson — six days, four posters, yes to upgrades
Mikro-Gen — No reply
Mastertronic — 13 days, yes to posters, no to upgrades
Ultimate — nine days, three posters, no upgrades
US Gold — No reply
Melbourne House — 22 days, no posters, no upgrades
Elite — 26 days, only replied after I bought some games. Three posters sent.
Firebird — 17 days, yes to posters, yes to free upgrades
Imagine — 12 days, yes to posters, no to upgrades
Ocean — 13 days, no to posters, no to upgrades
Software Projects — four days, four posters sent, no to upgrades
CRL — No reply
PSS — six days, two posters sent, no upgrades
Design Design — 14 days, three posters, no upgrades
So, Elite does reply to queries but you have to buy its games first! Could I also add that Hewson, Firebird, Design Design, Software Projects, Melbourne House and Mikro-Gen have been extremely helpful with other queries. US Gold's PR department wants shooting!
Jon Rose
Bognor Regis, W Sussex
PS Mike Gerrard took only six days to reply — thanks a lot Mike!

We've had loads of letters detailing your experiences of writing to software houses and no two are the same. A few companies come out consistently well and some seem consistently bad — they know who they are! But remember that most companies are quite small and spend most of their time just trying to get out games they started advertising six months ago, so do try to be patient. **Ex Ed**

ALAS SMITH. . .

In the December issue of *YS*, Rachael Smith reviewed *Druid*.

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



Beat your heart out! By Andrew Hudson of Sittingbourne, Kent.

LETTERS

For her benefit and any other *Druid* owners, it is possible for another player to control Golem. Choose the type of joystick you want to control Golem with, start the game, press H, toggle the P key until the screen displays 'joystick' and press H again. Once you've invoked Golem, player 2 can now control him. My best personal rating so far is Love Seeker but with my friend Chris Hubbard who controls Golem we have destroyed two skulls and attained Cleric.
Martin Wilson
Leeds

By a strange coincidence, Rachael's best personal rating is Love Seeker too — if only she'd use her talents in Druid rather than practising them on Gwyn! **Ex Ed**

UM. . . AR. . .

A few months ago now, when I read your review of *Tasword 3*, I was most upset. Why? Because you regarded some of the foreign characters as "funny" and called them "dingbats" (whatever they are!) (*You use them to hit dingballs! Ex Ed*).

These "funny characters" just happen to be the pride of our language (å, ä, and ö that is). Some of the other characters are the pride of some other language.

I also get very angry when you don't print the å's and ö's in someone's name (yes, I know you do it sometimes). It really hurts my feelings as a Swedish citizen.
Roger "Katal" Lindberg
Uddvella, Sweden
PS It really sounds funny when an Englishman tries to pronounce å, ä and ö.

Er. . .ah. . .oooooh! It's true. All your little foreign fiddly bits keep dropping off but we'll be more careful in future. Hürdie hürdie hø! **Ex Editør**

MARCO GOES SOLO

I really like *We've Got a Spectrum* in the December issue of YS! Okay, I really like everything else in YS, apart from T'zer's interruptions in the Letters, (*That makes two of us! Ex Ed*) but this one was a very good article. Mmmm. . .Ram Music Machine. . .I'll buy one! Mmmm. . .Dataskip Video Digitizer. . .I'll get one! Mmmm. . . CZ-101? I'll. . .er, I already own one! (I think I'll take another.) You know, (*No, I don't. Ex Ed*) I was once a professional musician and hobbyist programmer. I was the singer in a not-so-well-known-but-quite-well-paid dance group. We played the sort of songs you hear on the radio — Michael Jackson, Scritti Politti, Madonna, Peter Gabriel, that sort of thing. (*You mean they paid you to stop! Ex Ed*). And I used my Spectrum on stage to drive all the keyboards, sequencers, drums and so on. Or at any rate, the audience was expected to believe this.

Now my question: will I be able to drive my Simmons drum kit with the Ram Music Machine? And will I be able to trig the Ram Music Machine with my Simmons? Any clue about this? (Better you do have, or I'll never trust a YS Make-It-Big Special for the rest of my life!)
Marco Fasola
Crocifisso Di Savosa, Switzerland

Are you suggesting we might be clueless at YS? Well that's all right then. The answer to both your questions is yes. The Ram Music Machine is fully MIDI compatible. You can even trigger two sounds at once via the Ram which you can't do using the keyboard. And how do I, the man with two tin ears who thought that a Simmons was a type of gazelle, know all this? Phil's just told me, that's how. **Ex Ed**



TRAINSPOTTER AWARD

BATTLE OF HASTINGS

Uridium, your Frontlines pic,
Awards me one Trainspotter tick.
The review of *Revolution*,
£8.95 is cheap
I paid £1 extra, so two I leap
On page 71 I went cross-eyed
Swopping adventures I easily spied
Much harder to see, in *1942*
Where are the planes that you review?
Don't try telling me, I've heard it before
You've shot them all down and claim top score.
I counted much more, to list them won't please her
Just pass on a dictionary to "wahay" Teresa.
John Hastings
Scarborough, N Yorks

To spot so many mistakes takes a real rotter.
Still, you're a terrible poet and this month's trainspotter! **Ex Ed**

GAZ BORED

Please give me your verdict. I've just seen an ad for Elite's new compilation tape called *Hit-Pak* and I was shocked. The games that feature are *Airwolf*, *Frank Bruno*, *Commando* and *Bombjack*. I was disgusted. I think it's appalling that less than six months ago, the latter two were selling for £7.95 each. So, if you total up, it comes to £15.90. So, I spent the £15.90 on those two brill games and then I find out that they are being flogged for £9.95 plus two other games. I feel ripped off. It wouldn't affect people who've got either one or none of the games, but I think differently. What d'you think?
Gaz Davenport
Cranleigh, Surrey

I think you're wrong. Look at it this way. You brought the games at the time because they were new and exciting. You wanted to play them when all your friends were playing them — not a year, or even six months, later. It's the same with books. If you want to read something as soon as it's published you have to cough up the cash for the hardback. You could wait a year and it might, but only might, appear in paperback. If you don't want to gamble, you have to pay up. Compilations are great for people who weren't really tempted first time round but are willing to give a game a whirl when it's at cut-price. **Ex Ed**

PRODIGAL SON

My mum has gone and bought me, dare I say it, a BBC Master computer with disk drive. What with having to type in *ADFS everytime you want to use a disk and Chain"?" whenever you want to load anything, I was quite happy at first. So happy in fact that I gave my 11 year old brother my Speccy, 100 odd games, light pens, joysticks, speech synthesisers, the works. I decided that I would betray YS and go for another mag for the Beeb. I went down to my local newsagent and looked at the mags for the Beeb. I then saw the price. 'Sugar' I said to myself. The mag was all adverts and info. Blah awful. Then I saw YS and picked it up — a sight for sore eyes. I paid for it, left the shop, went home and told my brother to go away and use the Beeb. What a relief to be in control of my Speccy once again. Thank you.
Howard Draper, Surrey

And the moral of this truly heartwarming story is — if your mother's got enough spare dosh to buy you a Beeb, send it to the Society for the Preservation of Redundant Editors, 14 Rathbone Place. . . before she has you joining the Chain"?" gang! **Ex Ed and President of the SPRE.**



What a wash out! By William Harbison of Auchinleck, Scotland.

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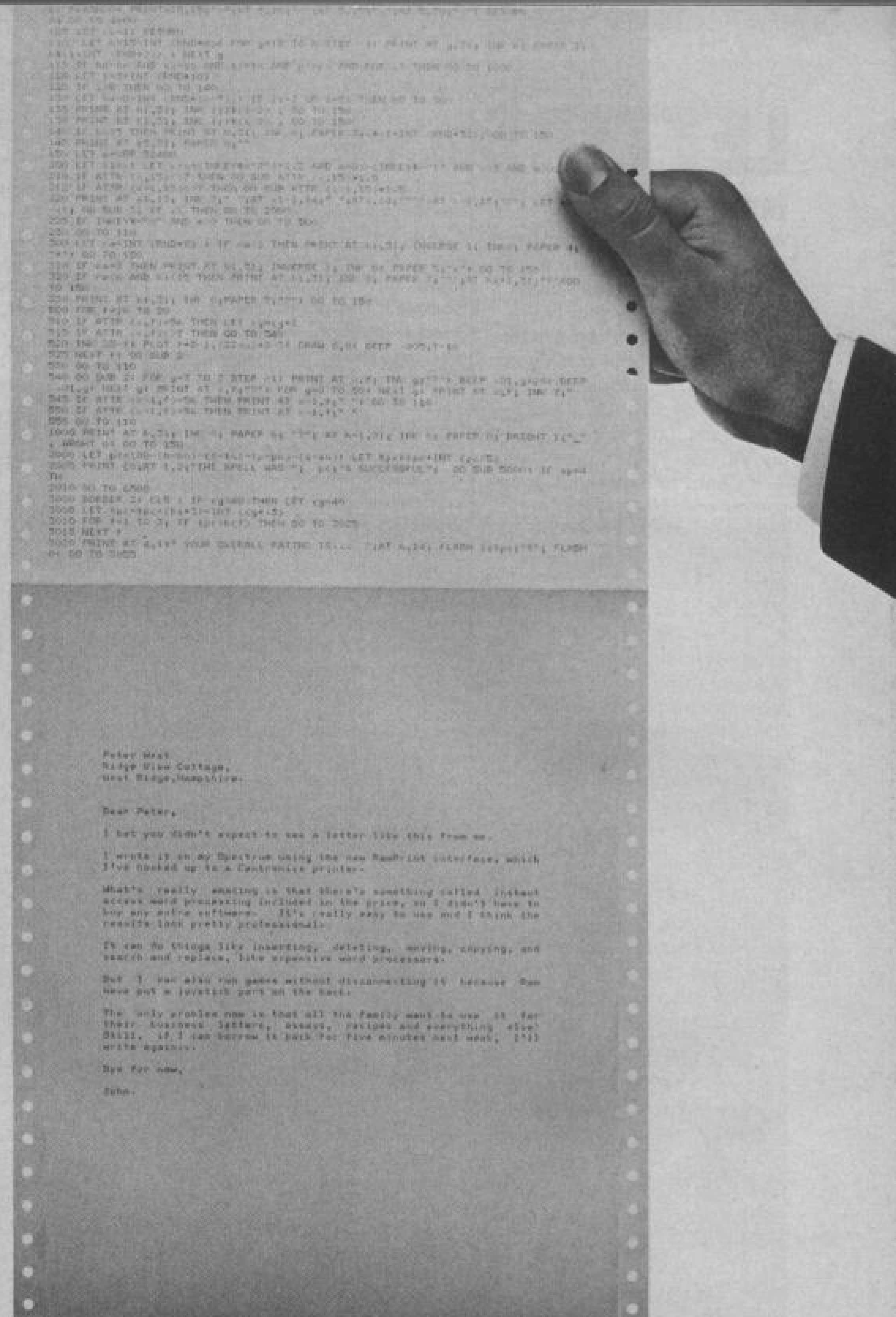
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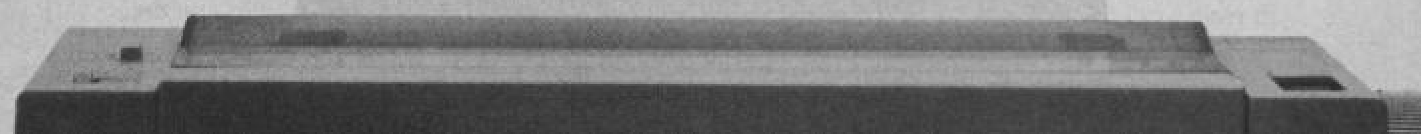
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LETTERS

TRENDSPOTTER

Wow! I have just experienced another *YS*. That picture of Caroline Clayton really blew my fuse. Wottasmasha!

'Ere what about some more piccies? How about coming up the rub-a-dub, Caroline? Anyway keep up the good work team. Laugh, I nearly sold my VIC-20. What a great mag — it's hard to believe it's about computers. (*No-one told me it was supposed to be about computers! Ex Ed. That's why you're the Ex Ed! T'zer*).

Oh Ed, let's have some more machine code pages, I would gladly send in handy routines, tips and so on as my friend is trying to learn Z80. (*Send them in and we might. T'zer*)

And another thing, not all programmers are long haired, spotty freaks. I've been programming for five years and I'm a trendy (I hope Caroline's reading this), unemployed 18 year old programmer.

Kevan Thurstans
Mitcham, Surrey

PS How old are you Caroline? Fancy a date?

Caroline tells me that she's old enough to be your sister! And anyway she prefers figs to dates. **Ex Ed**

OFF HIS NUT

Dear *YS* followers, nay beloved *YS* followers,
HELP! sorry, please HELP! (sob). I'm desperate, I'm foolhardy (sniff), I'm irrecoverable, irremediable, irretrievable, irrepressible, irrational, irritable, irr. . .irrun out of words beginning with irr. . .

I'm afraid that I've gone crackers. I listen to Wham! records. I turned my treasured cut-out of Caroline towards the wall, would you believe it. You see I told you I'm insane. I even thought about swopping my Speccy for a. . .(excuse the language) Commodore. Yes, I know, I should be locked up. I even tried to end it all by watching. . . the Terry Wogan Show. . . (*You are sick! Ex Ed*).

It all began on that terrible day when I had the misfortune to spot an adventure at the give-away price of £1.99. This computer game has wrecked my life — forcing me to wear a brown paper bag over my head. It's not even as if I'm inexperienced. I've completed such brain bashers as *Tir Na Nog, Lords Of Midnight, Shadowfire* and *Frankie Goes To Hollywouldn't*. But this. . .pardon? What's that? Oh, the name of the game? I dunno if I can say it . . . it's . . . *Sea Base Delta* from the zombie producers, Firebird.

And I'm not alone in my world of misery — three of my mates have also failed to complete this game. We've tried everything. We made complex maps, we made a list of the vocabulary, we even resorted to cheating. Yep, we broke into the program but before we could find an end to our misery one of my mates came over all conscientious and cleared the memory. Maybe we're not meant to complete this game and it's our destiny to wear brown paper hats the rest of our days.

Seamus "nuttier than KP" Fitzsimons
Downpatrick, Co Down

I've just thought of another word beginning with irr. .. IRRIOT! Take the brown paper bag off your head, fashion it into an envelope and send it to Mike Gerrard. Meanwhile, take your shirt off, then put it on again with the buttons at the back and ask someone to tie the sleeves together. It won't help but it'll stop you writing another nutty letter to me! **Ex Ed**

. . .GOGOGOCH

Annwyl *Your Sinclair*
Rwyf yn ysgrifennu atach chi o Cymru. Rwyf yn prynnu eich cylchgrwon pob mis, ond, pom? Rwyf yn meddwl y buasoai'n well cael mwy o eitemau Cymraeg or gyfer pobl fel fi, rydd ddim yn daeall saesneg.

Hefyd yn y cylchgrown mae yna cartwn Wally Monthly beth am "Twpsin pob mis"?

Wel dyna dim ond rhai ryniodau. Hwyl om nowr!

Gary Jones
Harlech, Gwynedd

PS So there!

I've printed this as a warning to all other YS readers with bad handwriting. If I can't read what you've written you might just as well write in Welsh. What's that? It is Welsh. Oh. And it's no use asking Gwyn to translate it. The boyo's never been closer to the Land of his Fathers than a day trip to Windsor Safari Park. Well, he said he saw Wales there! **Ex Ed**

STRIPT'ZER

Because of the outcry about a certain card game and a certain young lady, I've decided to write the game. It's called *StripT'zer* and you'll find the promotional poster for it with this letter. I hope all male Speccy freaks will appreciate it. There's only one problem — I'll need some help with the program. I don't suppose T'zer could come up to Scotland for a couple of weeks to pose for the graphics, eh? I didn't think so.

William Harbison
Auchinleck, Ayrshire

And you'd be jolly well right! **T'zer**



VERSE LUCK

My mum bought a Speccy —
an "early Christmas" gift —
for me and my two sisters
and it caused an awful rift.
We hardly see our mother,
the house has gone to pot,
we never know on coming home
if dinner's on or not.
She's always at the keyboard!
Glued to the ZX+2
wandering in a labyrinth
when she should be making stew.
If she's not down in Middle Earth
She's scaling Everest —
her life is all adventure games,
she thinks it's just the best.
She signs herself Sigismo
in the Hall of Fame.
What's it mean? Will life ever
be the same again?
At least she can't read *YS*
and program at the same time.
I get to read about computers
and write you a little rhyme!

Sara Stenhouse
Gateshead, Tyne and Wear

I really liked your little rhyme,
I thought it very twee,
But if you think your mum is bad,
You really should see me! **Ex Ed**

PLAYING OUR TOONE

A certain well known games review mag recently had a letter comparing two issues to the slight detriment of *YS*. In support of my favourite mag (*YS* rules), the comparison between the two equivalent issues now out leaves *YS* with more games reviews!!!

Keep up the programming features (I liked that *Speech Melba* program you published in August!) and don't just cater to the 'nanas who can only type in LOAD"".

Andrew Toone
Nuneaton

Speech Melba. . . August issue. . . who wrote that. . . let's have a butchers. . .oh, look, a Pyracurse preview. . . big pic of T'zer (again) in the Mega-compo. . . Pentagram map. . . World Cup Carnival at number one. . . Paperboy. . .The Price Of Magik, shame about the colour scheme. . .ah, Speech Melba by. . .Andrew Toone. Well, I never. What a coincidence that you should both share the same name! **Ex Ed**

TWO TIMER

I must admit straight away that I buy your mag for the great games I can type into the old Speccy. But I felt cheated by the November game, re-called *Time Bomb* by Robert Burgess. In Computer Gamer, May 86 (I don't get it now, I hasten to add) I found the very same listing called *Time For Action*. As I typed this in at the time I've now got nothing to type in this month, so I've time to write. I wonder if this is the first time Mr Burgess has changed the name of the game and sold it as a new game. I'll still stay with *Your Sinclair* but let's have new listings and not ones as old as me. I'm 36!

Brian Dixon
Glenrothes, Scotland

You weren't the only one who felt cheated, Brian. I won't repeat what I said in last month's Letters but it's interesting that "Mr" Burgess pulled the same sting on Computer Gamer. Where will Time For Action turn up next? Outer Mongolia along with its programmer if I have my way.
Ex Ed

SMALL PRINT

Teresa Maughan, will you marry me? I'd swop my Speccy for you any day!
Davie Brewster
Fife, Scotland
But how could I marry a man without a Spectrum? **T'zer** *Hang on, don't you think you ought to ask me for her hand in marriage first. Though when you've seen her hand it's unlikely you'll want the rest of her!* **Ex Ed**

Have I worn out all the question marks on your typewriter?????????
Lol Pritchard,
Staines, Middlesex
What was the question again????????? **Ex Ed**

Gwyn's a silly name for a bloke, isn't it?
B Murphy
Charleville, Co Cork
Not for Gwyn, it's not — you haven't met him! **Ex Ed**

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HIT LIST

Who says budget games aren't successful? Well, we certainly didn't! Firebird's £1.99'er, *Ollie And Lissa*, has made it to the top! It's been around the charts for nine weeks now, and has obviously proved very popular. *Uridium*'s zipped straight in to number three, and US Gold's doing well, with two new entries, *Infiltrator* and *Breakthru*. Domark's *Trivial Pursuit* has climbed to number four.

Further down the chart, at number 14, is Bo Jangeborg's follow up to his amazingly successful game, *Fairlight*. This one's *Fairlight II: Trail Of Darkness*, and it looks pretty good! So, there's quite a lot happening at the moment, even though the Christmas rush is nearly over.

12 MONTHS AGO

Position	Title/Publisher
1	**Commando**/Elite
2	**Elite**/Firebird
3	**Tomahawk**/Digital Integration
4	**Back To Skool**/Microsphere
5	**International Karate**/System 3
6	**Beach Head II**/US Gold
7	**Swords And Sorcery**/PSS
8	**Daley Thompson's Supertest**/Ocean
9	**Saboteur**/Durell
10	**They Sold A Million**/Hit Squad

YS BUBBLERS

- **Short Circuit**/Ocean
- **WAR**/Martech
- **Starglider**/Rainbird
- **Top Gun**/Ocean

THIS MONTH'S TOP TWENTY TITLES

	Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
▲	1 (4)	9	**Ollie And Lissa**/Firebird	9
▼	2 (1)	5	**Paperboy**/Elite	9
★	3 (NE)	1	**Uridium**/Hewson	9
▲	4 (7)	5	**Trivial Pursuit**/Domark	8
★	5 (NE)	1	**Infiltrator**/US Gold	8
★	6 (NE)	1	**Breakthru**/US Gold	4
★	7 (NE)	1	**180**/Mastertronic	9
▼	8 (5)	9	**Kai Temple**/Firebird	9
►	9 (9)	9	**Head Coach**/Addictive	8
▼	10 (6)	5	**The Great Escape**/Ocean	9
▲	11 (17)	27	**Ninja Master**/Firebird	3
★	12 (NE)	1	**Computer Hits 10 Vol 3**/Beau Jolly	–
★	13 (NE)	1	**American Football**/Bug-Byte	6
★	14 (NE)	1	**Fairlight II**/The Edge	9
▼	15 (12)	17	**ACE**/Cascade	8
▲	16 (20)	5	**Happiest Days**/Firebird	6
▼	17 (14)	5	**Bomb Scare**/Firebird	7
★	18 (NE)	1	**Speed King 2**/Mastertronic	7
★	19 (NE)	1	**Hardball**/Accolade	6
★	20 (NE)	1	**They Sold A Million (3)**/Hit Squad	–

This chart is based on the MicroScope chart as compiled by Gallup.

MicroScope GALLUP

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest MicroScope chart, ask the manager to call Julian Harriott on 01-631 1433 — we'll send a copy every week.

Fancy Being Friday?

Man Friday, that is. If you'd like to be a castaway in Desert Island Disks, then write down a list of your favourite eight games, tell us why you like them, and attach your photo. The wittiest and best'll feature in the mag every month and you'll get a *YS* badge and the top three games for your trouble.



DESERT ISLAND DISKS

This month's castaway is programmer Steve Taylor, who's worked on many of the Melbourne House smashers, including *Way Of The Exploding Fist*, *Lord Of The Rings* and *Rock 'n' Wrestle*. Okay, Steve, fire away.

Loderunner/Software Projects
This one had me hooked for a few months. It came out ages ago now, but it was addictive.

Knightlore/Ultimate
This one's definitely the best of the originals. It was a totally new idea when it came out and I loved it!

Elite/Firebird
I really liked the adventure element — it lifts it far above the rest of 'em.

Starion/Melbourne House
Well, I had to get a plug in somewhere, didn't I? Another game with 3D vector graphics. It's similar to *Elite*, though I .hink it flies better!

TLL/Vortex
You guessed it — a game with 3D graphics — how can you tell I really like them? Mind you, this one has a slightly different angle which is why I chose it.

Trap Door/Piranha
Cute is the word for this game. I love watching Berk bumbling round the dungeons — his actions are so well worked out.

Green Beret/Imagine and ***Uridium***/Hewson
Two together here. They're both very similar in appearance, though not in game play, of course. The scrolling is excellent and, all in all, they're both fine examples of mindless shoot 'em ups!

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What's that? Who am I? I am the star of the thrillpowered comic 2000AD. I am now appearing in a zarjaz new megagame from Melbourne House. I am the law in MegaCity One.

I AM JUDGE DREDD!

Now juve, here's what you have to do to enter this compo. Look very carefully at the two cartoons on this page — it doesn't take a Judge to tell there's something wrong going on. Then write (you can write juve?) the number of changes you spotted in the coupon below, fill in your particulars (which will be taken down and used in evidence against you) and send it to A Really Dreddful Compo, *YS*, 14 Rathbone Place, London W1P 1DE, Brit Cit. And don't forget to write the number of differences on the outside of the envelope. Better still stick the coupon to a postcard.

What's in it for you? You're lucky I don't put you away just for lip. But those softies at Melbourne House really don't know that perps like you only understand the end of a gun. They're offering the senders of the first three correct entries an excess of goodies. Fortunately, they all feature me. There's a Judge Dredd T-shirt, a Judge Dredd role playing game, the Judge Dredd 1987 annual, a Judge Dredd badge and, of course, a copy of the new *Judge Dredd* computer game. There are even 15 copies of the game for the runners-up.

That lot should keep you off the pedways for a while — till 2000AD would suit me just fine!





THE DREDD LAWS

The Ed's word is the law — argue and you're likely to end up in the isocubes.

February 28th 1987 is Judgement Day so all entries must be in before then.

No perp from Sportscene Specialist Press or Melbourne House is allowed to enter on pain of banishment to the Cursed Earth.

Drok! If you think I'm Dreddin' entering this compo, you'd be wrong. I spotted . . . differences between the two cartoons.

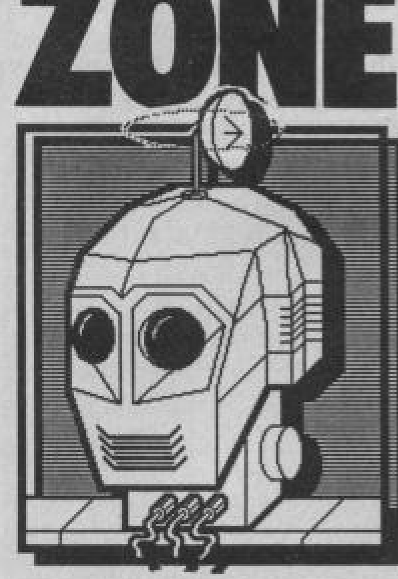
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HACK FREE ZONE



Ouch! Oooooo, talk about Christmas hangovers . . . Blurrghh! (Toot) A heraldic welcome to Hex Loader's leftover Christmas pud of hints 'n' arcade tips.

Click, bzzt! Oooooo! Golly! Have a hoppy Crispmouse! What's your new ears revolution? You know what mine was? I resolved to never again insult, deride or put down (get down) my kind and gentle readers. So, here we go . . . (Ten minutes silence) Oh, blow it! I can't keep this up. Get the mailbag in here. (*Thud!*) Righto!

Welcome to the pleasure drone, the home of the hints, a veritable tome of tips . . . Hex Loader's Hack Free Zone! (Yaaaayyy). And in this month's fun packed tips mixamillion, there's more hints, more tips, more heroes, more abuse, more plastic yellow bananas in your nostril, more . . . more *more* than you ever thought possible! (Wheeze). So, without further ado on we press, forth we go, forge ahead, tread boldly and tally ho!

KNIGHT TYME

Yummy, I've been waiting to do this solution for a long tyme . . . er, time. We did *Spellbound* last ish, so it's time for the sequel, methinks. Huge bulging sackloads of you thought you had the answer, but as it turned out only three of you actually did; **Leslie Farrell** of Lancs, **Marcus Andrews** of N. Humberside, and **Mark Vanderstay** of sunny Margate. **"First Unwear the invisible cloak, and drop it somewhere you can find it again. Command Derby IV to help. Pick up the blank ID card. Find the camera. Take the film off Gordon. Give the film and camera to S3-E3. Command him to help. Take the photo and the glue from S3-E3. Wear the valid ID card. Take the chocolate heart from Derby IV and give it to Sharon. Take the advert from Sharon. You can stand on the advert to get to the starmap and the pewter tankard. Give them to Gordon. Take the food off Sarab. When your strength gets low, the food will top you up. Move the ship to limbo and on to Eden. From Eden move to Starbase One. Refuel Ship and command Gordon to help. He'll fix the teleporter. You can now beam down."** Thanx guys, especially Friendly Ferret Farrell. (Eek eek!)

QUAZATRON

A lot of people are ganging up to bring you the best of the hints 'n' tips . . . no kidding. F'rinstance, the trynamic trio (it sez 'ere) of **Kevin Cruikshanks, Bryan "Bones" Jones**, and **James Welsh Esq.**, are pretty neat on *Hypersports, Daley Thompson's Decathlon*, and *Nightmare Rally*, but they've something real smart to say about *Quazatron* . . . **"The screens on *Quazatron* are called Quazatron, Beebatron, Commodo, Amstrados, Spectoron and Atarilix. If you don't print this James Welsh has threatened to take an adjustable wrench to your head!"** Oh dear, oh dear, oh dear . . . aren't we the little thugs? Listen chummy, if you can find a wrench that'll *fit* my head, you're welcome to try!

NIGHTMARE RALLY

Neil Deaville of Uttoxeter (Ptui! Tang!) has had a nightmare . . . brr, yes, I know the sort of thing. Rust creeping up me tentacles, icy water flowing over me circuit boards, Pete's screwdriver rippling through me innards . . . Ah, you mean *Nightmare Rally*? Oh, silly me! Ha ha ha! Rather got the wrong end of the old doin's there, eh? Hah hah . . . ahem . . . oo, I do feel a fool.

"If you get into a sticky situation, speed ahead with Q and press Symbol Shift. This gets you into hyper-supercharge mode! If you type in a level name instead of your own name at the beginning, you'll start at the level. Here are the level names: SYMBOLQ, CHEVRON, EXHAUST, and AVENUE." Well, that certainly sounds pretty clever, Neil! Shame I made a complete banana of myself, really.

GEORGE AND THE DEADLY METEOR

Look here, this isn't a bulletin board, y'know! You can't just write to me and say things like **"Oi, it was Philip Garkin who wrote *George And The Deadly Meteor*, not Gargin. PS Do I get a badge?"** 'cos they'll be ignored, and not printed . . . oh flip, I've gone and printed it! But it won't happen again, especially to you, **N Rudgley**! Humph!

TRAP DOOR

Yech! I remember now . . . fztt, pang! Urg, there was a solution to *Trap Door* in the offing . . . and the . . . (gulp) eyeball crush and (groo) boiled slimies! Let me leave you with **Paul Hobbs** of Southampton, and **Darren Ross** of Sunderland, ably assisted this month by **Gary Davenport** of Cranleigh . . . while I go look for a sick bag! Hummmmp!

"Eyeball Crush — Empty out the yellow beaker, that's next to the basket in the kitchen. Go to the room with the flower pots in it. Tip the beaker onto the floor, and a packet of seeds will come out. Tip out the eyeball seeds, and put one in each of the pots. Let the plants grow until the eyeballs get really huge and fall. Collect them in the basket. Move the vat to the very top of the trapdoor room, and empty the eyeballs into it from the balcony. Put the bottle under the tap. Now let the Crusher (big eyes and springy feet) out of the trap door. Push the vat and bottle so he jumps in the vat, and green liquid will pour into the bottle. Put it in the dumbwaiter. Open the trap and the creature will fall down.

Boiled Slimies — Take the beaker that had the eye seeds in it, and go down to the cellar. Catch the four slimies. Put them into the cauldron. Go to the kitchen and push the cauldron to the top of the room. Empty the slimies into the cauldron from the balcony. Push the cauldron so that it's in front of the dumb waiter. Let the green fire-breathing robot out of the trap door. Stand in front of the cauldron and wait until the creature stops by you. Step out of the way before it fires, or you'll get roasted. The cauldron will steam, indicating the slimies are boiled. Push them into the dumbwaiter before they get cold. To get rid of the creature, raise the weight and lure it under it. Then it'll drop and crush it.

Tidying Up — To tidy up . . ." Hold on a cotton pickin' darn tootin' squiddly rootin' minute there, me hearties. That's enough stomach wringing recipes from the *Trap Door* cookbook. I might let you finish off next time . . . if you're lucky.

THE GREAT ESCAPE

"Dear Hex," writes cuddly **Chris Boardman** of Merseyside, **"Am I the first to complete Ocean's *Great Escape*?"** Er, well, being as I've also got a lot of other conspicuously brilliant solutions . . . no! Here, from the icy frozen wastes of Lancashire, is **Ariya 'my little jet engine' Priyasantha's** ideas for making good your escape . . .

"Clothes — using the clothes results in you looking like one of the German soldiers. You can go into places you wouldn't normally be allowed to go.

Dogs — Kill the dogs by collecting food and poison. Use the poison on the food, then drop it in front of the dog. It'll eat it and snuff it!

Red Cross Parcels — There's a new parcel every day. Pick up the parcel and use it, and pick up the item inside. Go and put this in the sewers. If you're being followed, jump down the sewer; they won't follow you!

Sleep — Get as much sleep and food as possible, as this raises your morale. The more times you use and find items, the more your morale and score goes up.

Escaping — This needs to be organised. Put all the items you need down the sewer. You should have clothes, a passport, wirecutters, a spade and a torch. Put these down the entrance in the exercise area. First poison the dogs, 'cos they might raise the alarm. Steer clear of the spotlights. Hide in the sewer until dark, change your clothes, carry the wirecutters and the passport. Once you've cut the wire, drop the wirecutters and walk away. This should allow you to escape successfully." Frrrreeeee! Ha ha ha ha ha! Yes indeedy. Thanx, Ariya, my little meat samosa! That'll do nicely.

Well that's about it, I'm afraid, my little cheeseburgers. (Heavy On The Mayo!) Enough of this. Pete? (Yup?) Gi's a rub down wiv the Sporting Life, will ya? (Okie dokie!) Ooooooo!

Click bzzzzzzzzz . . . . . .

HEX'S HEROES

Click bzzt! Ooooooo. Blimey, that jolly well shouldn't be allowed! Hey, it's time for those super little mittens, those cream puffs, that warm little front from the Gulf of Mexico (how are you Maria Puerto Giancarla Humblety Mumble Gonzales? Kiss kiss) *Yes*! It's the hexceptional hextraordinary hextra strong Hex's Heroes! (Tootly toot toot toooooooot!)

Whippee! Yes, I jest lurve those little heroes. They warm the heart of me cockles, and bring a warm tummy to my glow . . . the first of whom (prrrrr?) is that v. friendly and extra cuddly **Mark "Kitty" Thompson** of Berks. Now it's real funny he lives in Berks, 'cos that's what he's a hi-scorer at . . . being a berk! Ha! *Trap Door*, ya big berk! Helped by **E Bakhsh**, **P Keeton**, **P Millichip** and **H Mills**, he got 56,400! (Horaaaayyyyy!)

Eamonn Hannon of Tottenham is a v. friendly fellow indeedy doody. Not only is he a fan of T'zer (**". . . long live T'zer. Kiss, kiss, pheeeooooww!..."**) but he's also a dab hand (dab them hands, chummy) at the newly released *Galvan*, having limbered up his dabbing on the original arcade machine. He's scored a whopping 2,309,410! Well, timber me shivers!

And finally (but by no means leastily) we have the fine figure of **Tim Debbage** who says **"Hex's Heroes will be stunned with this mega score of 107,568 on *Paperboy!*"** And quite right he was, too. Well I'm stunned, anyhow! **"PS. I think the YS T-Shirt is cool."** So do I, Timmy baby. You may be interested to know that it was designed by Chris Long, an illustrator famous for his work with NME!

Byeeeeeeeeeeeeeee!

Click Bzzzzzzzzzz . . .



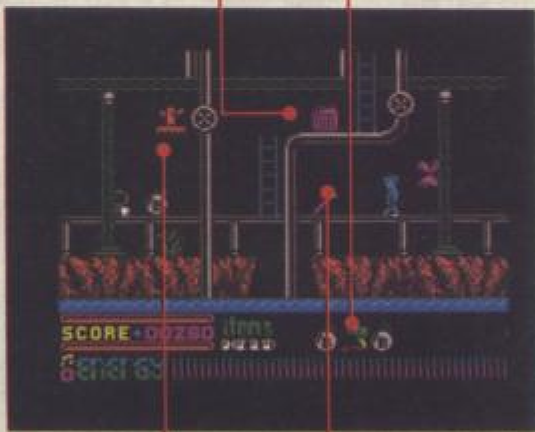
Mark Thompson *Trap Door*/56,400 — Eamonn Hannon *Galvan*/2,309,410 — Tim Debbage *Paperboy*/107,568

DYNAMITE DAN II

Hi-explosive hints from Marcus Berkmann

You'll need the fuel to fly on to the next island, once you've played the record. But beware those quick purple sprites - they'll happily relieve you of it. And if they do, Game Over, Player 1.

And what's the drill for? Yes, it activates the teleport back to the airship! Just what you'd have guessed! (It's up to you to find the teleport.)

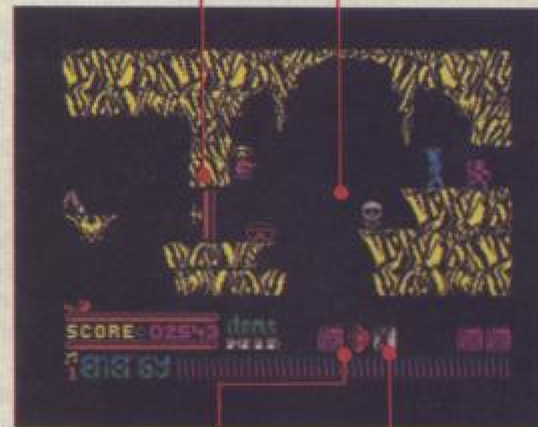


The nasties change every island but one's of the same colour always behave in the same way. The white ones are the slowest and most easily avoided — but watch them, 'cos they'll blag your bombs and your record if you're not careful.

Grab these while you can. They're exclusive to the first island, and they'll reduce drastically the effects of any nasties you bump into. But only for a few seconds, mind.

This may look like solid rock but there are many secret passages between what otherwise would be impossible screens.

The bald truth of this Yorick is invisibility — a useful tool to help you get past the rampaging sprites. But like the torch on the first island, the effects are only temporary.



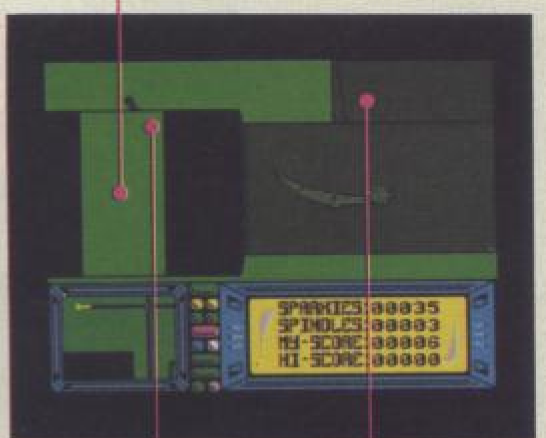
Another teleport device, but this transports you from quite a few places to quite a few other places, none of them particularly helpful. Looks nice, though.

If you fancy a swim, you'll need these, or it'll be glug glug glug . . . RIP. As an added advantage, you'll rematerialise back on board the zeppelin after your dip — splendid if you're ready to go on to the next island, a pain if you aren't.

FAT WORM BLOWS A SPARKY

Wiggly worms by Philip Snout

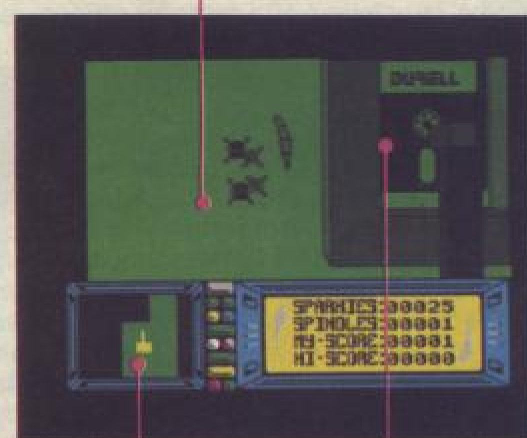
This big black and white thing is a Debugger (no jokes please!) It rolls around on the spot, so it's easy to locate. If you've got three bugs on you, find one of these and it'll strip them off.



Peek-a-boo! Hey, watch out for the ants, fatty. They spring up out of the ground under you. Urgh! Well, look here, it's not as bad as you think. They may look fierce, but they're not very fast. If you run (slither) very fast, you can outrun them.

Yes, it's Rampo! (Moan!) Ramps can be a bit dicey, but you must get the hang of 'em. Data busses, like the one by the disk drive, have ramps leading up to them . . . take a run up and push forward. The slope slows you down.

Sputniks, so called because they look like the satellite (gosh!) are little capsules containing bugs. To blast them wait until they get quite low (watch shadows) then squeeze off a burper sparky. That'll show 'em.



Keep an eye on your scanner. It's a good idea to share your attention between what you're doing on the main screen, and the possible directions you can go on the scanner. Watch it, though, 'cos not all obstructions are noted on the display!

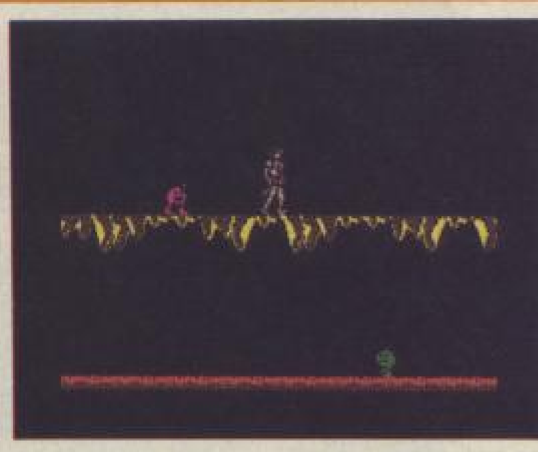
Aha! Your objective, the disk drive! Before you can clone yourself, you've got to eat 50 spindles. When you have, you can find this drive on the bottom left hand side of the circuit board. To get onto it, you must find the way up . . . (Psst, round the corner!)

CAMELOT WARRIORS

Hinteth and tipeth by Arthur King



Have at ye! First thrash the owl, then step forward and thrash the humming bird. The element you need is the lightbulb from the top level . . . "The Fire Which Does Not Burn" . . . but you can't jump high enough to get to it. You have to go left and hop over the bugs along the long walk. You're looking to go right and up, taking you back to the platform over your start position.



There are lots of these long walks in this game, so you'd better get used to them. Wait until the bugs are behind you. Jump straight up and they'll pass right under you. Continue right and jump up. From the ledge jump up and over the pig (?) and up again. Jump left and up onto the top platform and thrash the bird. After another long walk you can get the bulb. Jump down onto your starting platform (thrash them birds!) and go along the long walk again.



Now go down this time (avoiding the plant) and go left. At the end of the last long walk (legs hurtin' yet?) wait. Watch the pig and when it comes up close to you, start moving when it turns, and follow it until it turns again. Jump over it and run like the clappers to the druid. He'll turn you into a frog. Voilá, end of the first level.

Y S

SHORT CIRCUIT

Gore blimey! Over the last couple of years, we've hacked, kicked, stabbed, gunned, bayonetted and blasted our way through countless games. Whole cities have been razed, lands laid waste, civilisations wiped out and galaxies have disappeared up their own black holes. It's hell out there — bloody hell!

But all that's gonna change. Short Circuit could start a whole new trend. It's the first of a new breed of non-violent games. There you are, armed to the metal teeth with nuclear warheads and lasers and you have to avoid using them. The whole world is out to get you and you can't do a darn thing but dodge. Sounds pretty boring, huh?

Do me a favour! Ocean's Short Circuit is based fairly closely on the new film of the same name. You'll be able to see it when it goes on general release in February — unless of course you're invited to the Royal Premiere in January (Your Highness!). Number 5 is a military robot who's had a bit of a shock — well, more than a bit — 10,000 volts of lightning straight up his user port. Now, if you or I were hit by that sort of bolt from the blue, it'd be a golden wonder if we weren't fried to a crisp. Not Number 5 though — he comes alive. Instantly, he acquires thoughts, emotions and a conscience. Nova, the company that created him, thinks he's gone haywire. But he knows that life is not a malfunction.

So, Number 5 has to escape from the company building — and Nova is out to stop him. A robot gone rogue with enough ammo to destroy the world before ol' Ronnie Raygun gets a chance to do it would not look good on the company's end-of-year report — if we make it to the end of the year! How are they to know that the last thing Number 5 wants to do is kill anyone?

At this point the game begins. You have about half an hour to help Number 5 get out of the building without being nabbed by the security guards. The complex covers thirty-six rooms consisting of a factory, offices, labs and guard rooms. Getting from room to room is easy. Finding the exit is easy. But getting caught is easy too. So, before you make a break for it, there are a four or five puzzles you have to solve. Like logging on to the computer. Like finding the pass that'll grant you free access to the top security levels. Like timing the guards' movements so you know when they're not protecting the exits.

Your first job is to link up to the computer. Only when you've done that can you start to search the rooms for clues and collect useful items. And you have to search everything as you never know what'll come in handy. Just stand in front of the piece of furniture, Impossible Mission style, and select the Search option. If you find anything, the information scrolls up on the computer print-out paper at the bottom of the screen and you're given the option of picking it up.

Once you've solved the problems, including the biggie of how the hell you're going to get out of here, it's onto the next part of the game. (If you haven't got a grown-up Speccy, you may have to multi-load at this point.) The pace of the game then changes dramatically — it's much more arcadey from here on in. Number 5 rolls on through the scrolling countryside attempting to avoid the troops, jumping over the local fauna (eek, it's a wabbit!) and leaping over the potholes. And remember, think non-violent. Like peace, man! Number 5 can't take offensive action despite having an armoury larger than a Polaris sub. If he accidentally wipes out one of the guards, his conscience level drops until he can't carry on. Instead you have to use lasers to blast holes for the troops to fall into.

The point of this part of the game is .. hang on, I ought to warn you here and now that reading any further may spoil your enjoyment of the film — I'm about to give the plot away. I mean it could nearly be as bad as someone telling you who did it in The Mousetrap. (It was the policeman, by the way!) Anyway, the point of this part of the game is to build a decoy robot. As you roll along you'll find five parts of an identical Number 5. When you've collected all the bits, the dummy is built, only to be blown up by your pursuers, while you and your conscience troll off happily into the sunset.

Now where's my sten gun? I've got to get back to some good, honest killing!

FAX BOX

Game	Short Circuit
Publisher	Ocean
Price	£7.95

Hanger round. You may find something useful in the pockets of one of the coats. What is it? You'll just have to look for yourself. It passes the time doesn't it!

There's one computer that may not make it into Hack Free Zone. The programmer is hoping to incorporate a hacking program into the game that'll let you access some parts of the code. You'll be able to change the number of lives you have and make other alterations. But it all depends on how much space is left as a Monitor requiring 1.5K will have to be included.

Anyone for coffee? As in the film, the light refreshment robot roams the complex offering liquid sustenance. You can take coffee if you want but beware, it may rust your tintestines!

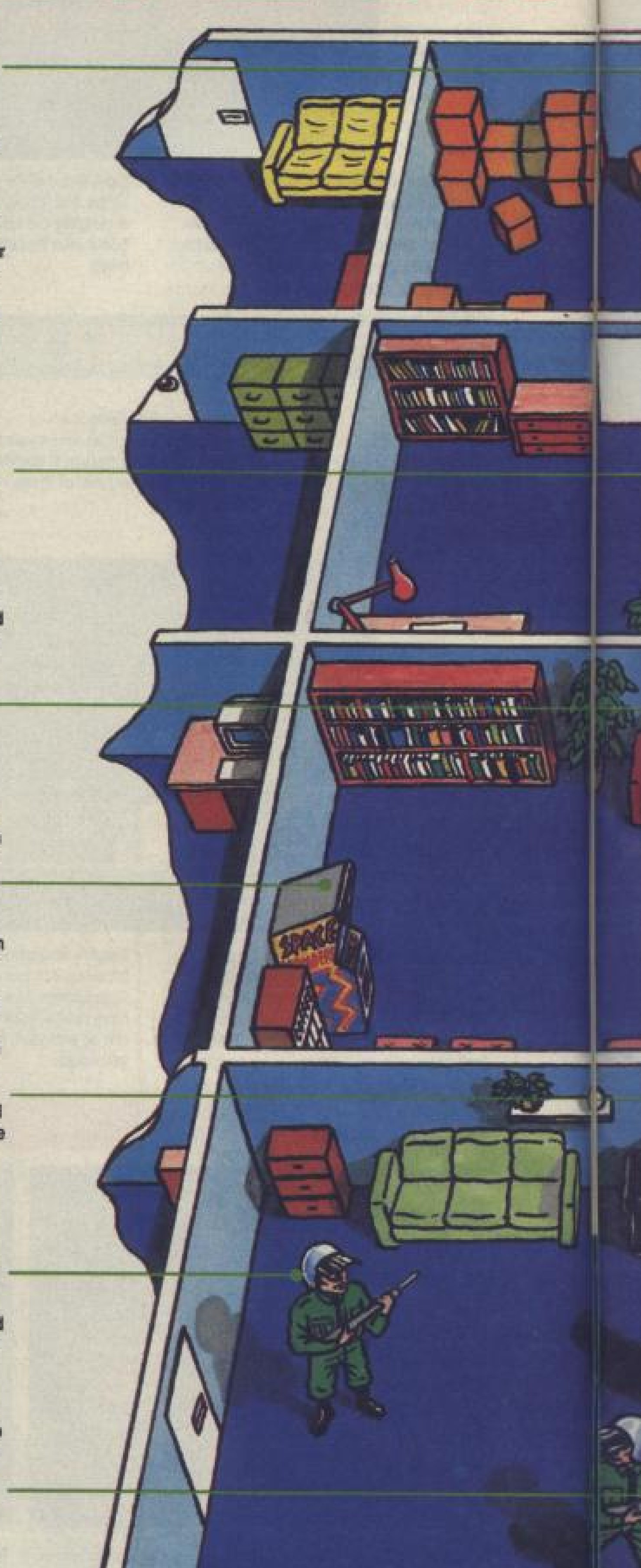
Getting nowhere? How about a game of *Space Invaders*? Or *Breakout*? The arcade machines are provided for the recreation of the guards but you can play them too. They're both miniature working versions of the original games. There's even a high score table!

They shall not pass! You'll need a security pass before you can go through these doors safely. If you do go through without, you'll trigger the alarm and the guards will nab you like a shot.

On guard! This is the guardroom and, not surprisingly, there are guards in it. After they've caught you a few times, you'll get to know when they're on their rounds and when it's safe to enter the room.

Here he is — the cutest robot since R2D2 ended up as so much scrap and iron filings. Number 5 is alive and he plans to stay that way!

The missing link is here. Log onto the computer as soon as possible and you'll be given the vital facility to search and pick up. But two other words appear on screen: Laser and Jump. Only when you've collected two pieces of hardware will Number 5 be able to make use of either option.



Life is not a malfunction! Not according to the blurb to the new film, *Short Circuit,* it isn't. But whoever wrote it had obviously never met *YS* mains man, *Tommy Nash!* Here he is, plugging away at Ocean's current game of the film . . .

Wow, a map! Of a game that's not even finished yet! Er . . . no. This is an 'artists' impression of some of the screens from the game strung randomly together to give you an idea of what to expect in the different rooms. And a darn sight tidier than Castle Rathbone I can tell you! ▼

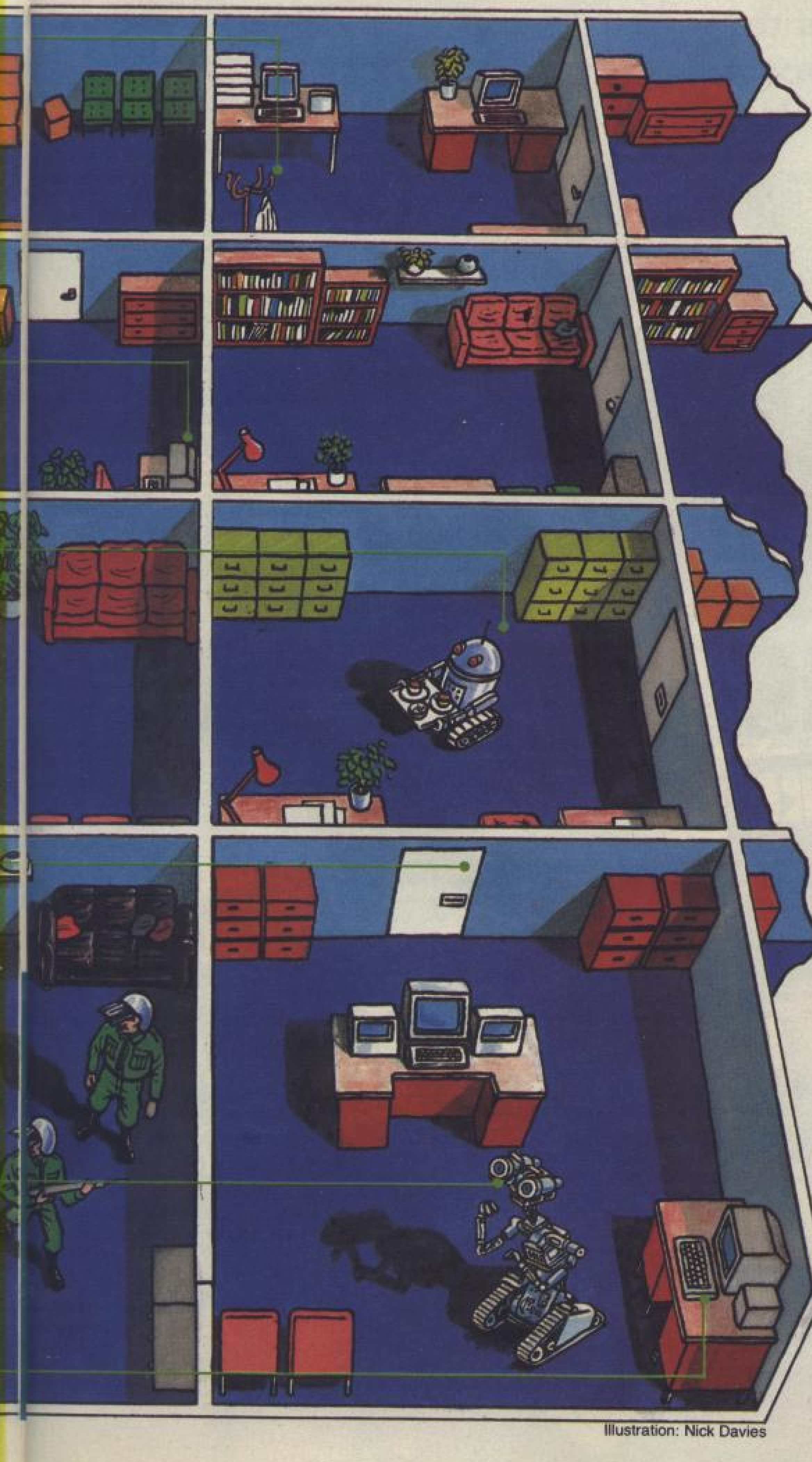


Illustration: Nick Davies



Hi tech! Oh, hi! This is the main security computer room. Finding it is a doddle once you've tracked down the pass. Logging on to the computer is a lot more difficult. But it's vital if you're to complete this section of the game. So, search everywhere for the objects you need. Because of the 3D rooms, it's easy to overlook a piece of furniture that's hidden at the back of the room. When you locate something, all the gen on it scrolls up on the computer printout at the bottom left of the screen.



On to the second part of the game and the screens just keep scolling along. If you successfully completed the first section of the game, Number 5 will now have the ability to jump and duck. And he'll need both. Those potholes can cause real problems if you don't leap over them and the only way to avoid the guards' guns is by ducking down when they fire. And remember, you aren't playing Sylvester Stallone, so you can't shoot back. Running away lets you live another day and keeps you one step ahead of the pursuing troops. Just don't forget to pick up the pieces of the dummy robot as you find them.



One lump or two? The coffee robot crops up in a number of rooms but doesn't give you hassle — unlike the security robot you'll meet in the labs who won't let you pass. You may take a cup of coffee but remember you can only lug around three things at one time and there's no drop option. So, at some stage, you'll have to make a choice between keeping the cuppa or that bunch of keys. Here's a hint — robots don't drink! There are red herrings liberally littered around the rooms so beware of anything fishy!

BULLSEYE

Millions enjoy this popular TV darts game, and now you can join Bully on the oche where you aim to win and throw to answer! A good arrow and you can pick your favourite topic ranging from Food to Pot Luck – a correct answer, and you're on your way! Do you want to gamble! £8.95

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All games available from leading computer departments and computer stores.



YOU CAN BE AN



A comic book drawn on the Spectrum, and all done on *The Artist II* from SofTechnics? Drawn by *Phil South*? Now I *know* you're kidding! Does it fill areas with textures? Does it cut, insert and paste? Does it use Windows Icons Mice and Pointers? Does it use your underpants to make soup? Well, dunno about the soup, but the other stuff's *very* likely.

If a thing's worth doing, as Steven Spielberg will tell you, it's worth doing a sequel to it. Not content with producing the artful *Artist* SofTechnics has now released *Artist II*. Although containing most of the familiar bells and whistles, like magnify, brush size, fill, line, box, circle and ellipse, *Artist II* now has a gallery of added features like an (eek!) mouse control option and cut, insert and paste tools! Look, I know this sounds like cosmetic surgery, but try to keep your mind on the article please!

There are facilities for grey scale dumping too, for those of us who don't have ginormous amounts of dosh for a full colour inkjet printer. Compatible with most printers, it reproduces the colours in a picture as tones of grey, allowing you to print out as many black and white versions of your pics as you like. Golly!

Far from being a mere upgrade of *Artist, Artist II* is a unique new program in its own right. (Or should that be draw?) Although you can use it with the keyboard or a compatible joystick, the program really comes alive when you attach an AMX or Kempston mouse This allows you to draw freehand where joysticks fear to tread.

CUTTING COMMENTS

The major improvement over the previous opus, and indeed over Rainbird's *Art Studio*, is the Cut and Paste tool. This tool is so important, that it touches every part of the program; you can cut an irregular shape from any bit of the screen, position it, and paste it down instantly.

You do this by selecting a work area and painting over the graphic you want with a fat brushpoint. You can then position the resultant copy of the graphic on the screen, and paste it down. What's more, the Insert Mode allows you to cut and paste a section from *any* screen you have on tape, without losing the screen you're working on! As well as the improvements to the package, it comes with three graphic utility programs which you use separately from the main program, to extend its range of uses still further.

If you've got a yen for publishing, *Page Maker* will supply you with the technology. Loading ASCII text files from *The Writer* (*Artist II*'s sister word processor) and screen data from *Artist II*, you can make up A4 pages ready for printing by mixing them together. Brilliant, eh? (Who needs an Apple Macintosh, anyway?)

The *Screen Compressor* is another useful utility; it takes your Screen$, which usually take up huge amounts of space, and crunches them down to a third of their size. This means you can load a lot of compressed screens into another part of memory, assign them a number and print them back whenever you want to, instantly.

Lastly, there's the *Sprite And Font Designer*. Not only is it a super fast font jiggler, but a full feature animated-any-size-sprite-handler too. Your sprites can be up to six characters square, and if they're small it can handle up to 73 frames of animation! Quite a shock, that. Almost an animated cartoon on its own!

Using the *Page Maker*, you could get yourself in print, with a newsletter, fanzine or comic, or even make your own greetings cards. With *Compressor* you could write a graphics adventure game, or cartoon adventure like *Red Hawk*, switching screens quickly in memory for different locations. And using the *Sprite And Font Designer*, you can make short animated cartoons, or 3D shoot 'em ups. The best bit about all this is that you don't have to be able to draw! The juggling and editing of graphics mean it's easy for anyone to make good looking pictures.

COMIC CUTS

As you can see, the applications of a full function WIMP (Windows Icons Mouse Pointers) graphics package are many and varied. Not least of these is the computer-drawn comic book, like the famous *Shatter*, by American artist Mike Saenz. Mike uses an Apple Macintosh, and a paint program containing the same features as *Artist II*!

In setting out to review *Artist II*,

I tried to think what I could draw that would really show off the facilities of the program, and be a new application for a draw program on the Spectrum. Then I remembered *Shatter*. Wouldn't it be fun to draw a comic on the Speccy, just to see if it could be done? It was a bit of a struggle, but here it is.

FINISHING TOUCHES

Artist II is a very good graphics package. On its own it would be pretty nifty, but the utilities you get with it make it hard to beat. If you bought *Art Studio*, you may even want to get *Artist II* too! There are enough extra facilities to make it worth your while, and the merging/cutting and pasting are second to none on the Speccy. It's probably a swell plan if you use them in tandem, taking the best qualities of both. If pressed to choose between them I'd say *Artist II* wins by a nose, but it's very close.

There were a few things that I found a little bit irritating, though. Sometimes when you select the brushpoints, the spaces between the different shapes were filled with corrupted code. Well, it's annoying, but not fatal. And another thing that struck me as odd — when I saved a picture, the program saved it, then when it returned to the program the picture had gone! It went to tape all right, but it was a pain to have to reload if you wanted to continue.

As you can see from this brief summary of its abilities, *Artist II* is a full feature, state of the art paint package with a string of possibilities as long as your brush. Now the features and power of the big graphics crunching computers can be yours. All this for fifteen quid. Amazing!

Facilities
Ease Of Use
Value for Money
Presentation
9

FAX BOX
Product.................. Artist II
Publisher............ SofTechnics
Telephone.......... 01-831 1801
Price...................... £14.95

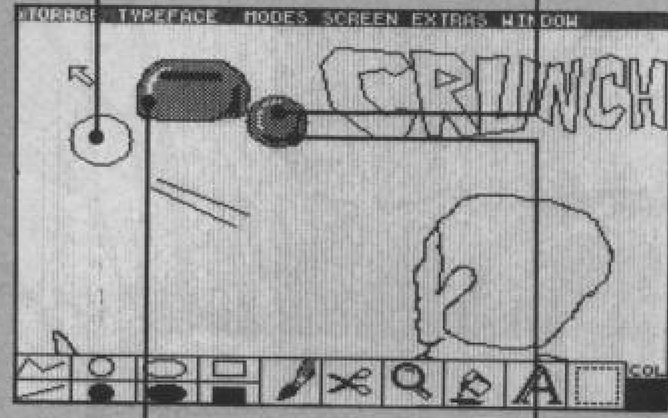
BEHIND THE SCREENS

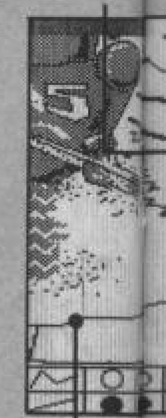
To give you a little peek into my br (cheeky) here's a step-by-step loo development of the third comic fr

I began by sketching in the basic construction lines. The head of the robot and the man were freehand sketches. I used circles for the shoulders and straight lines for the first lines of the raygun and word 'crunch.'

I then filled the head and shoulders of the robot with the basic texture (50 percent grey). This is the one thing that the *Artist II* is really hot on: it supplies a good selection of textures.

The hairline I originally dr like the trendy flattop our the first frame. So a little needed. The textured fill rest of the hair had to be by pixel.





In order to make the robot look more solid, highlights were needed on its surface. I selected the finest brushpoint and erased a curved line around the top of the head, to imitate light reflecting off it.

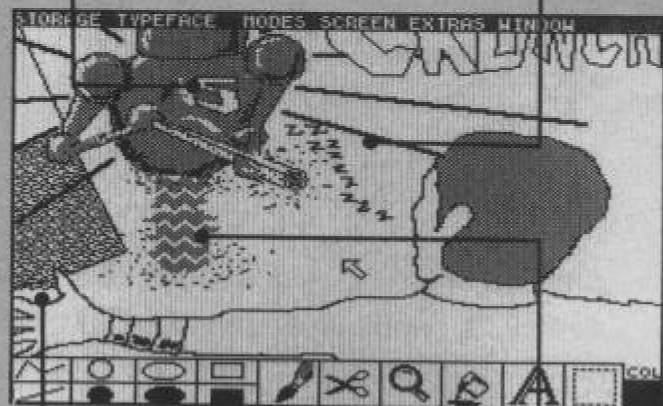
To balance the shading on the head and shoulders, a shadow line was needed. I used the same procedure that I used in producing highlights, though I set the brush to paint instead of erase.

Another good use for mag check there are no broken picture before you fill a all up in magnify mode, textured fill spilling out your shoes.

Okay, so the robot's been filled and shaded. The arms are straight lines, for machine precision, and the elbows are just filled circles. I made the 5 with continuous straight lines.

I made the radiating lines using the line mode. A thicker pen point makes the lines thicker. So, to accentuate the action of the robot bursting in, I placed lines around it, extending into the room.

Making sure that all the lin unbroken, I filled the walls hair, making sure that the the other frames. It didn't things were obscured by that could be fixed later.





In the process of shading the door with a texture, some of it overflowed onto the man's hand underneath. I removed this and teased it up using the magnify mode. Because the radiating lines got in the way, several applications were needed to cover the whole door.

To show that the robot is hovering on a sort of anti-gravity stream, I used a ghosting effect. I painted in the stream with a zigzag textured brush, and then erased over it with a 50 percent grey texture. I then dotted in the fizzy bits around the base with a fine brush.

Once the walls and so on became clear that the rad weren't clear enough. I em with white lines erased in freehand with the finest br



To do the title screen, I simply selected the Future font (for that sci-fi look) and typed it in the middle of the screen. I then scaled it up to fill the whole top half of the screen, and erased over it with a horizontal line texture. Next I had to clear a white box and give it a drop shadow, for the small piece of text under the main title. After typing in the text, I windowed it and first moved it into position, then outlined it. Finally I filled the background with a dark speckly texture. And there you have it, a super title.



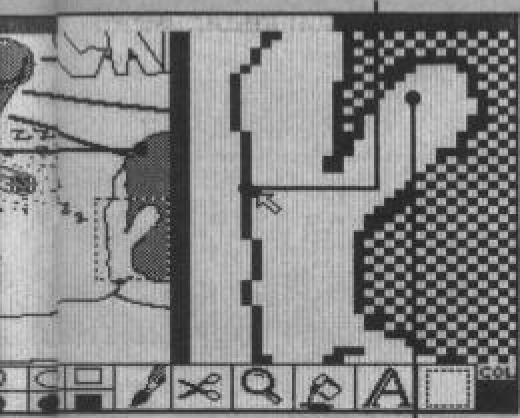
I drew the main character's face freehand using the finest brushpoint and then neatened it up with the magnify mode. The hair and shadows were filled with different textures and the mouth with solid black. The speech bubble is an ellipse, placed on the screen before the wall was drawn or filled, and two intersecting lines make the spike pointing to his mouth. The text was windowed and positioned using the move function. The 'Not For Long!' caption was written inside an area cleared with the window function.

Et th ov to pr de fra

brustrokes
ook the
fram

drew nothing ur hergorted in e editiras l contend in the e reprorced pixel

I found magnify mode the best way to clean up bad sketching. Here I'm switching off erratic pixels along the line of the poor guy's face. They had to go, really, 'cos nobody likes a hero with spots!

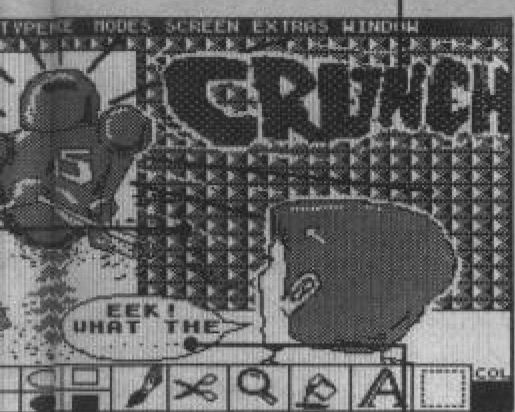


agnifyode is to en linen the sectiorPatch them unlessou want of the reen over

It's far easier, and in the long run quicker, if you draw more detailed bits in magnify mode. You can be much more precise, 'cos your hand has to move more to make less marks on the screen, so you can actually *draw*, rather than just sketch.

ines w ls ande man's e textus matched 't matt hat some the tures, 'cos

To emphasise the word crunch, the robot and the man's head, I erased a white line around them in magnify mode. This makes sure that the textures don't mix and obscure the detail in the drawing.



n wereled, it diatinglack lines mphased them n betwen, drawn brushpint.

And finally, the speech bubble. I designed this from an ellipse. I did this after the wall and anti- gravity stream, but I had to erase the inside of the bubble to make it clear. I then placed the text in the bubble and windowed and repositioned it with move mode.

WHAT'S ON THE MENU?

Ah, yes, we'll have a number 23, a 14 and sweet and sour with noodles. Better still, let's pull down a few menus and look at *Artist II*'s new features.

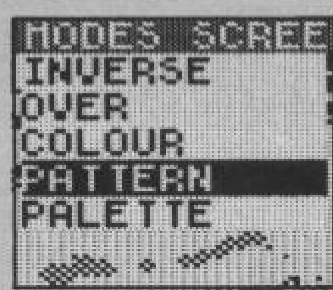
Here insert enables you to window a portion of the screen, then insert another screen into the window. A bit like cutting a hole in the first screen and looking at the second through the gap! You can then scroll the screen underneath to position it. Using this technique you can merge two screens very accurately.

Thicken has exactly the opposite effect. Any lines or shapes in the picture can be thickened, a useful tool if you've a tendency to draw skimpy ones, or you want to beef up an image that you've scaled down in size.

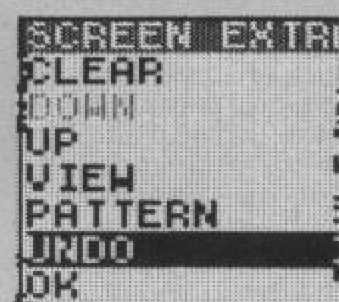


Outline is the kind of thing that would've gone down well in the sixties (hey, like wow man!) This transforms anything in a given window by turning the ink white and drawing a line around the object. If you do this repeatedly, the effect is a weird "op-art" look which is really hard on the eyes. (Gives me a migraine, anyway!)

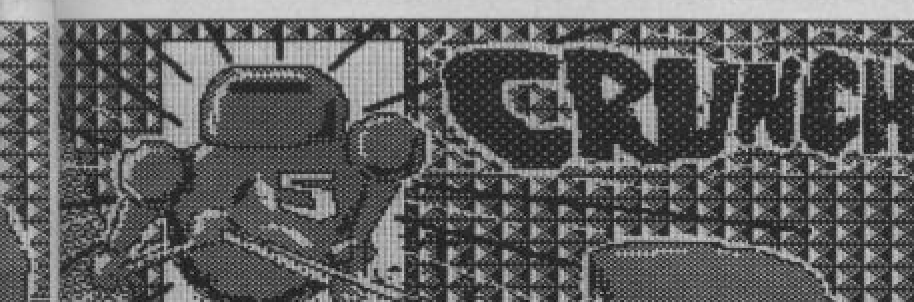
The scroll mode allows you to scroll the contents of a window so you can place it with precision. If you, like me, are a bit shaky with your placement of windows round a subject, this is a good way to keep everything straight. You can actually window the whole screen (a default setting when you turn off all other windows) and scroll it to position a graphic within the screen.



Pattern mode allows you to paint with textures. You can fill with solid colour or a texture, as usual, but the real flexibility comes when using textures with the paintbrush. As you paint with the brush, the paint appears on screen with the texture running through it, a bit like seaside rock. Except it doesn't rot your teeth.



As well as clearing the screen, you can move it up and down to see the rest of it. The whole screen can't be viewed in draw mode, but using the view option, you can get a preview of what it'll look like. If you make a mistake, you can even Undo it. Very handy, in my case especially.



Et voilà! The finished second frame. With a lot of cleaning up and teasing, the final action effect is complete. At the end of each drawing you can go over any pieces of it that look too clinical and empty and add the final touches freehand. The final screen will then look drawn, rather than the product of a computer program. It's often a good idea to make a rough design of your ideas on a sheet of paper first. Just sketch the layout of the frames and use them as a guide when working.



The main character was cut and pasted from the first frame and then adapted to fit the new situation. I rubbed out his old eyes and mouth, and then drew them closed. The balloons, text and fills were all done like the other screens. The whoosh as the robot leaves the room was painted in in black, erased using the zigzag pattern, and painted over with a shaded paintbrush. Then the whole thing was airbrushed by erasing with the spray brushpoint, producing the white spray effect.

HACKING AWAY

ZZKJ's back to hack his way through all your POKEs!

Send all your POKEs, hacks and cries for help to ZZKJ, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

WRITE TO US AND WIN A BADGE

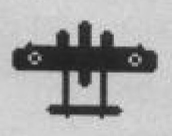
Ooh, I'm spitting! Me, a demolished man! The very idea! The Letters page in the December issue had it all wrong — I'm the one and only, truly original ZZKJ! The rest are all cheap and nasty impersonations! What a cheek!

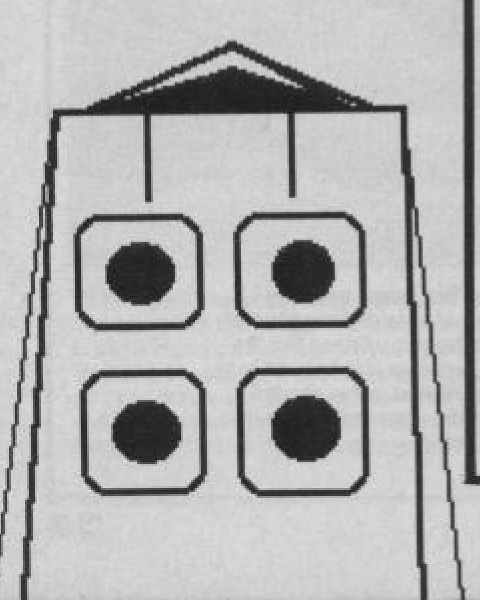
Anyway, where was I? Oh yes — Hacking Away! So, without further ado (do, do, Push Pineapple . . .)

DRAGON'S LAIR

***Jon North** of Sutton has created an ideal coolant for those of you getting a bit hot under the collar in Software Projects' Dragon's Lair. He's come up with an infinite lives hack — extremely useful, I always find! Type it in, RUN the program and then play the game tape from the start.*

```
  10 REM DRAGON'S LAIR HA
CK © JON NORTH
  20 LOAD ""CODE : POKE 3
0773,0: POKE 30774,91
  30 FOR f=23296 TO 23302
: READ a: POKE f,a: NEXT
f
  40 RANDOMIZE USR 23296
  50 DATA 175,50,155,202,
195,48,184
```





GALVAN

*I knew a whole month couldn't go by without **Andrew Brown** putting his oar in and sure enough, here he is with a hack for infinite lives for Imagine's Galvan. Type in Andrew's program and RUN it, then play the game tape from the start. If you get the dreaded "DATA ERROR" message, then you'll know that you've made a mistake typing in the DATA. By the way, Andrew, what's happened to C*r!$ Boland?*

```
  10 REM GALIVAN HACK © A
BR
  20 CLEAR 60000: LET t=0
  30 FOR n=23296 TO 23414
: READ a: POKE n,a: LET t
=t+a*n: NEXT n
  40 IF t<>344591663 THEN
 PRINT "DATA ERROR": STOP
  50 RANDOMIZE USR 23296
  60 DATA 221,33,203,92,1
7,234,6,175,214,1,205
  70 DATA 86,5,48,241,33,
253,94,17,99,252,1,43
  80 DATA 3,205,96,91,205
,83,91,33,145,252,17
  90 DATA 145,251,1,128,0
,237,176,62,251,50,170
 100 DATA 251,50,174,251,
50,182,251,33,251,201
 110 DATA 34,202,251,205,
145,251,33,75,91
 120 DATA 17,31,255,1,8,0
,237,176,195,243,254
 130 DATA 33,0,195,34,128
,207,0,0,62,143,50,118
 140 DATA 91,33,145,252,2
29,209,1,253,2,58,118,91
 150 DATA 206,10,56,11,50
,118,91,174,119,237,160
 160 DATA 234,96,91,201,1
98,128,24,241,194
```

1942

*Those of you being battered to death in Elite's 1942 will be pleased to see this little hack from **Mark Incley** of Rotherham. Guess what I'm going to say next? Yep — type in the program, RUN it and play the game tape from the start unless it says "DATA ERROR", in which case you should check the DATA lines for the typing mistake. Surely you've got it by now?*

```
  10 REM 1942 HACK © M. I
NCLEY
  20 CLEAR 65535: LET t=0
:
  30 FOR n=65400 TO 65420
: READ a: POKE n,a: LET t
=t+a: NEXT n
  40 IF t<>3340 THEN PRIN
T "DATA ERROR": STOP
  50 RANDOMIZE USR 65400
  60 DATA 221,33,0,64,17,
232,189,62,255,55,205,86
  70 DATA 5,48,241,175,50
,54,182,61,50,80,204,205
  80 DATA 107,13,195,47,2
04
```

HACK OF THE MONTH

URIDIUM

***Chris** (why, oh why are they all called Chris?) **Pile** of Portsmouth has turned up trumps with Hewson's Uridium. You all know what I'm going to say next, but just in case there's someone out there who isn't too sure — here we go again. Just type in his program, RUN it and play the game tape from the start for a completely invincible Manta fighter. If the program prints the message "DATA ERROR", then check the lines of DATA, as you'll have made a typing error.*

```
  10 REM URIDIUM HACK (C)
 C. PILE
  20 LET t=0: FOR n=65000
 TO 65108: READ a: POKE n
,a: LET t=t+a: NEXT n
  30 IF t<>11835 THEN PRI
NT "DATA ERROR": STOP
  40 RANDOMIZE USR 65000
  50 DATA 55,62,255,17,12
5,2,221,33,39,244,205
  60 DATA 86,5,48,241,175
,33,39,245,119,35,119
  70 DATA 35,119,33,62,24
5
  80 DATA 119,35,119,33,1
86,245,119,35,119,62,201
  90 DATA 50,188,245,33,3
9,180,34,43,245,205,0
 100 DATA 245,243,17,222,
11,221,33,0,64,205,134
 110 DATA 245,17,0,80,33,
51,254,1,34,0,237,176
 120 DATA 195,0,80,33,0,6
4,17,39,244,1,222,11
 130 DATA 237,176,33,25,8
0,17,86,152,1,10,0,237
 140 DATA 176,195,80,253,
175,50,123,216,61,50
 150 DATA 124,216,201
```

ACE

*While we're flying high, here's a short 'n' sweet hack from **David McCandless** of Somersham for Cascade's ACE. It'll give you endless fuel and immortality. If you don't want one of these features, just delete the line where it appears. Then again, you can have both if you want to! To use the program just type it in, RUN it and play the game tape from the start.*

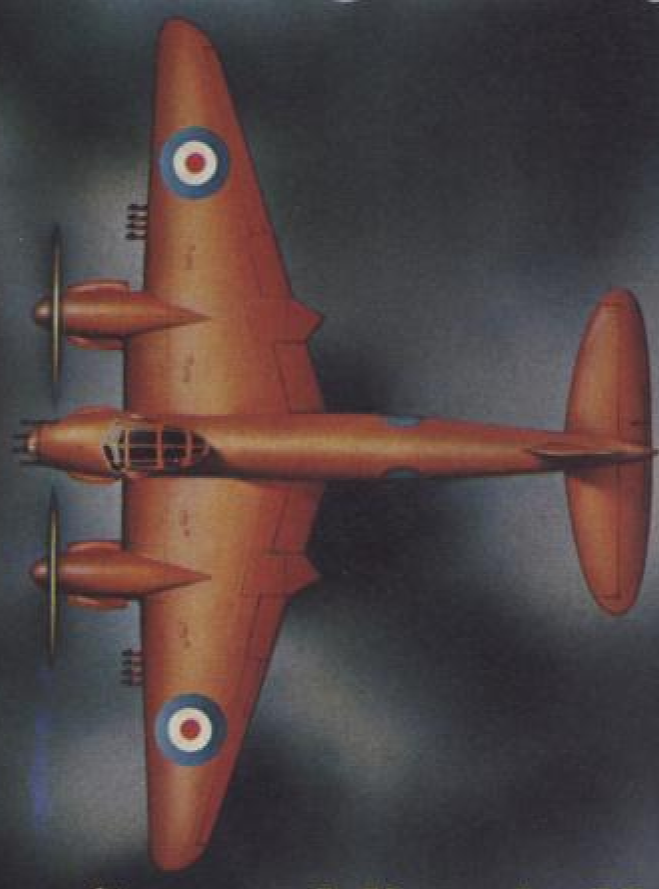
```
  10 REM ACE HACK © D. MC
CANDLESS
  20 CLEAR 26999: LOAD ""
CODE : LOAD ""CODE
  30 POKE 38056,24: REM I
NFINITE FUEL
  40 POKE 32506,0: POKE 3
2507,0: POKE 32508,0: REM
 IMMORTALITY
  50 RANDOMIZE USR 27000
```

You may have noticed that yours truly hasn't done a hack this month. That's because I did two last month and you don't want me to hog the page, do you? But I will endeavour to help anyone who writes in with pleas for POKEs and hacks. Remember — if your hack or POKE is printed you'll get a mega-fantastic YS badge!



A Unique Opportunity to Experience the Magic of Flight and Exhilaration of Aerial Combat

ACE of ACES



Can you deliver the Mosquito's sting to the heart of Germany







"No British aircraft will ever bomb Berlin", Luftwaffe chief Herman Goering had often boasted. But in the middle of a Nazi anniversary speech in January, 1943, his listeners duck for cover as a carefully timed raid of RAF Mosquitos strikes Berlin in broad daylight.

Ace of Aces captures the spirit and puts you in the cockpit of the Mosquito, maverick RAF fighter bomber of World War II. Down the Nazi bombers, sink the U-boats, outrun the V-1 rockets and stop the enemy trains. Choose your weapons and fuel wisely – once you're out on mission, there's no going back. To become Ace of Aces, you must complete all missions successfully.

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2 Once you master a few flying tricks in your speed bomber, you tackle strategy: selecting the right number of machine guns, rockets and bombs to achieve your mission.

3 Your intercom flashes 'warning' on your starboard engine. An enemy fighter attack has left your Rolls Royce engine in flames. Cut back your boost and throttle. Hit the extinguisher before the fire spreads.

What does it take to be an Ace? From you, legendary British pride and guts. From US Gold, legendary playability. US Gold has done its part. The rest is up to you.

CBM 64/128	£9.99 Tape	Spectrum 48K	£8.99 Tape
	£14.99 Disk	Amstrad	£9.99 Tape
			£14.99 Disk

U.S. GOLD

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There are some pages in *Your Sinclair* where you don't go alone. *Marcus Berkmann* grabs his smart gun, the clever dick, and gets spaced out in *Aliens*.

A L

What a way to spend an afternoon. Stalking the corridors of a deserted base on a distant planet, forever on the lookout for evil, multi-limbed, acid-blooded alien creatures dedicated to my swift demise. Armed only with a computer-controlled smart gun (plus legs, for running), surrounded by bio-mechanoid growths in which human bodies are entombed, impregnated with alien embryos on the verge of a bloodcurdling 'birth' . . . it's probably just as well that I was only playing on my Spectrum.

You may recognise this grisly scenario as the starting point for *Aliens*, the deep-space horror flick that burst on the scene a couple of months ago (no doubt out of someone's chest). Now, thanks to Electric Dreams, this terrifying experience has been transferred lock, stock and mandibles to your Spectrum. The result is a fast-moving arcade adventure that's bound to keep you awake at night well into the New Year.

Aliens the film takes us back to *that* planet, the catchily named LV-426, where in the first film, *Alien*, the crew of the spaceship Nostromo encountered some very unusual wildlife. Ripley has escaped her original mega-jawed foe and blown up the Nostromo in the process. Returning to Earth 57 years later (she took the scenic route), she's been written off as a complete nutter. Until, of course, a human colony on LV-426 fails to report and she's sent back to investigate.

Aliens the game follows a similar course. Safe in your Mobile Tactical Operations Bay, you control the movements of six of the film's characters, all armed and ready for trouble. The aim of the game is to regain control of the base by fighting back the alien warriors (which needs practice) and shooting away the bio-mechanoid growths as they appear on the walls. Your eventual target is the Queen Alien's chamber, deep in the most inaccessible part of the maze. (Now there's a surprise!)

Suddenly, when you're least expecting it, BLAM BLAM BLAM and the first of your characters is doomed to a spectacularly grisly demise. Fortunately — or unfortunately, depending on your idea of fun — you don't get to see any of this, as your video connection with the character goes on the blink.

But never mind, the bits you do see will certainly keep you on your toes. The aliens themselves are ghoulishly accurate, especially when they're coming straight for you. And those slimy chunks of bio-mucus are flesh-creepingly and liberally splattered over the walls. The rooms — all 255 of them — are similar in detail, though you're more likely to see guns in the armoury, medical supplies in the medical centre and so on.

So how to kill those facehuggin' chestburstin' little critters? One shot to the head will do it, if you're quick enough, or three to the body. But don't waste him (her? it?) in front of a door — the pool of acid blood left behind will make it impassable. Not that you'll find this a problem in your first few outings.

Aliens is enough of a challenge to keep you going for weeks/months/decades (depending on prowess). So, I reckon I'm going to be here for some time. And worse still, according to games designer Mark Eyles there's a twist in the tail for anyone who gets to the end — and isn't there always someone? But I can't tell you what it is — I never got there. And he wouldn't tell me, the newt!

ALIEN HAT

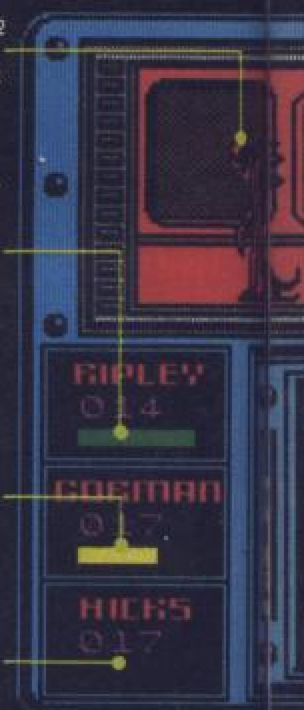
The door — your only escap inles you've shot the lock, in wh se your way out leaving it wid n fo follow.

He may look harmless but wait until he notices you. Then you'll have about 0.02 of a second to zap him to kingdom come. (Watch out for the exploding head effect — ugh!)

Ripley's green bio-monitor means she's still relatively healthy. The length of the bar indicates stamina, which diminishes quickly when she's on screen.

The bio-monitor turns yellow when your character's been captured. From there on it gets worse — red means impregnated, black means dead. Pass the sick bag.

With his bio-monitor now an elegant shade of black, Hicks is no more. Both he and Bishop died in Room 17, which seems a good enough reason not to go back there.



Here are your character's B ncti thought it was just a squig e), keep your eye on this — if s st character's kaput. And we ow

Graphics	
Playability	
Value for Money	
Addictiveness	9

FAX BOX
Game .... Aliens
Publisher .... Electric Dreams
Price £9.99
Joystick ... all types (keyboard also used)
Keys .... Definable

IENS

TE

You're in the base, all is deathly silent and there's nothing to be seen until. . . Suddenly you hear a loud beeping alarm that alerts you to an alien's presence. Your heart begins to pound as the alarm gets faster indicating that the alien is closing in. . . The alien slithers into sight. . . What are you going to do now?

e. Unless, of course,
ch case you'll have to blast
open for the aliens to

If you're being chased by a horde of aliens — and it'll happen — you can blow the lock and keep them out. It won't stop 'em coming through the air ducts, though. . .



Bio-mechanoid gunk strewn around the walls spells trouble. In small doses it may just mean an alien warrior. Further on in the game, look out for face huggers and alien eggs.

Meet Vasquez — the character you're controlling. Should she be knocked off, her face will be replaced by a grinning alien's — another way of saying "you're not very good at this, are you?"

Top up your ammo by visiting the armoury. Leave one of your crew members there to be on hand when someone runs out of bullets — if anyone ever gets that far, that is.

Vasquez is under attack in room 4. Loud alarms (well, loud for the Spectrum) sound out.

io-functions (and you
gly line). Always useful to
t goes straight, your
ll know what that means!

As you only get a measly 100 points for every alien warrior and just five for each strand of bio-gunk, this eight-figure number should indicate just how many aliens you can expect to be attacked by. In space, no-one can hear you sigh.

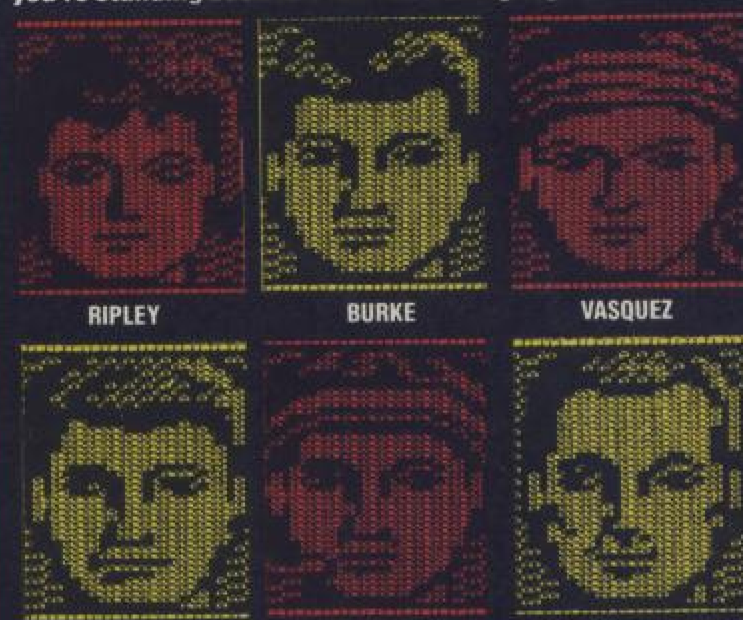
YIKES!



Aaargh! This should tell you that unless you get a bit of a move-on, you are in very deep trouble indeed. In fact you can still atomise the cheery little chap, but I wouldn't hang about. (This screenshot was photographed at great personal risk.)

TEAM WORK

Here's the motley crew in your control. It's unwise to go it alone 'cos a solo soldier makes easy pickings for an alien. Keep your troops moving in groups and in close-contact. That way, if an alien strikes and a comrade gets captured, at least there'll be someone close at hand to come to the rescue. Strange things happen in space — if you're in a room with another character you won't actually see them. Maybe you're standing back to back and turning together?

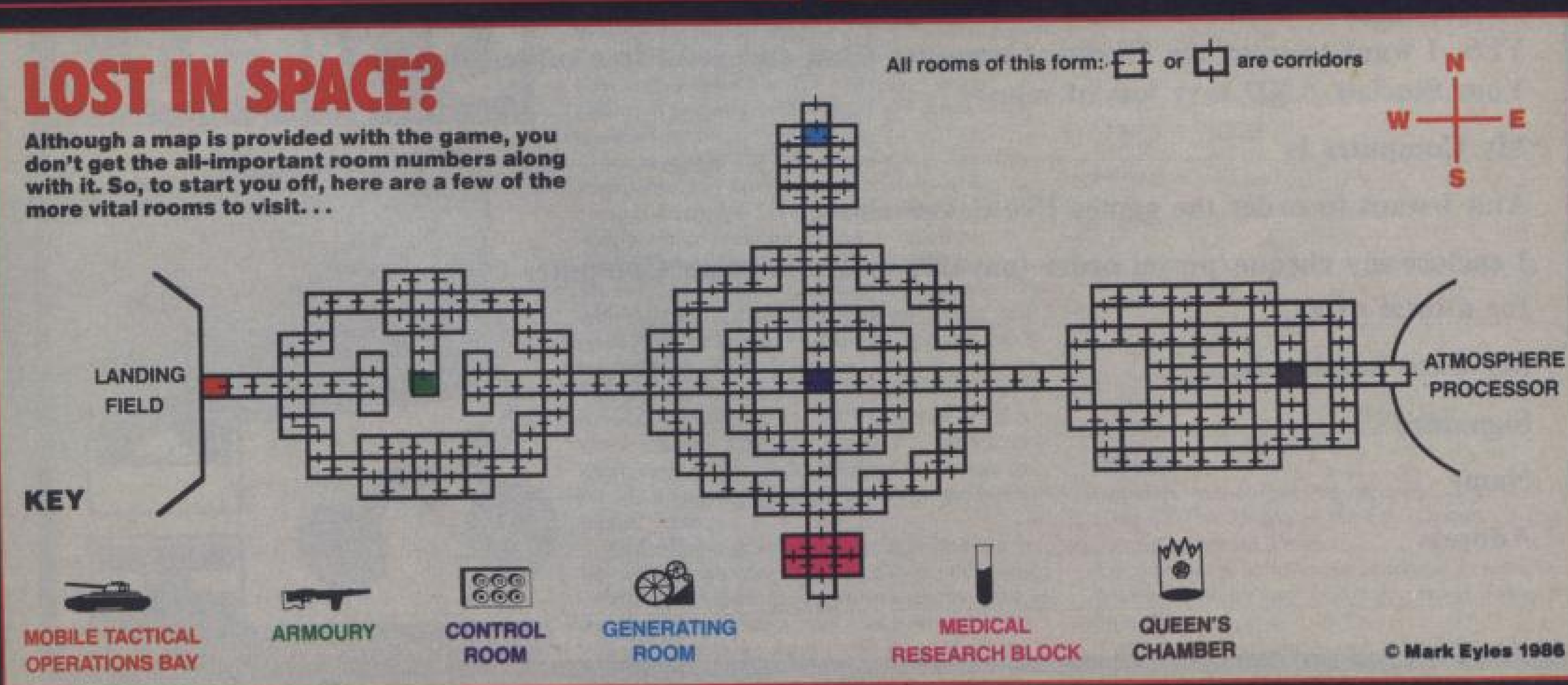


RIPLEY — BURKE — VASQUEZ

HICKS — GORMAN — BISHOP

LOST IN SPACE?

Although a map is provided with the game, you don't get the all-important room numbers along with it. So, to start you off, here are a few of the more vital rooms to visit. . .



AAAAAARGGGGHHAAAAAARRRGHHAAAARGHHH!



YS AND MARTECH COMPO



You'll not get into Dire Straits with this on your head!

Go completely ape — win a fabulous Sony Walkman radio, a complete set of Martech's games and there are 20 copies of *Tarzan* for the runners up!

Wheeee! Hanging around with creepers is such fun! And these are the biggest creepers I've ever met — well it is *YS*! Anyway, I've just swung in to get something off my chest. Urgh — that's better.

Those jungle VIP's at Martech are offering some amazing prizes in our chest-beating compo. There's a Sony Walkman mini radio, with a water-resistant casing — good for chasing crocodiles! It's got an elasticated armband, so when you swing through the trees with the greatest of ease, you won't lose your grip! And it's banana yellow so you can really be the King of the Swingers.

There's also a complete set of Martech's games — including its 1987 releases — such as *Cosmic Shock Absorber, Catch 23, Nimitz, Uchi Mata* and *Tarzan*. And for the 20 runners up there's a copy of Martech's new jungle fresh game, *Tarzan*.

And what a game it is. My lady love, Jane, has been captured, and I've got to find and collect seven gemstones, known as the Eyes of the Rainbow, to save her. And what's worse, I've only got three days to do it, or she'll be sacrificed! The graphics are great — those programmers must have spent some time in the jungle!

All you've got to do to get your paws on these prizes is look at the picture and tell me what you think Cheeta the chimp is saying. Fill in the bubble and send the whole lot, or a photocopy, to Keep Your Nuts Jungle Fresh Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Okay, you creepers — here's what I think Cheeta is saying!

Name ....

Address ....

....

....

....

.... Postcode ....

RULES

You'd be nuts to get into an argy bargy with the King Of The Jungle — the Ed. (*Queen Of The Jungle, pleeeze! T'zer*)

Employees of Sportscene Specialist Press and Martech will be kept hanging around if they try to enter.

Don't monkey about — get those entries in by February 28th 1987.

HARD FACTS SPECIAL

Are you having a hard time choosing the right hardware? Hard nut *Steve Adams* has the low-down on the latest hardware. And it's all under £100!

2 KEMPSTON MOUSE

Kempston Micro/£69.95
This one's for the WIMPs — Windows Icons Mouse and Pointers that is! The Kempston mouse is just the job if you're using one of the new graphics packages. It even comes complete with Rainbird's *Art Studio* and the Kempston interface. It'll make the toughest of graphic tasks a mere scrape of the mouse on the tabletop with the aid of a little ball in its base. And it's even got ears — well, two little buttons on the top that'll switch it on and off.

3 WIZ CARD

Euromax/£7.45
A cheaper alternative to a standard stick, this one's surprisingly effective, though if you tend to be a touch heavy-handed you may find it hard to get on with. It's basically a small rectangular shaped card that fits easily into your hand and has a circular rocker for directional control. The fire buttons are positioned at the front, making it a bit awkward to use as your hand practically covers them. Still, it's very sensitive and a worthy rival to the more expensive sticks, even though it's an acquired taste.

4 CHEETAH MACH 1+

Cheetah Marketing Ltd/ £14.99
Another triffic joystick from Cheetah that's both Kempston and Spectrum+2 compatible. It's got two dinky little plugs on the end of the lead so there'll be no more unsightly wires trailing over your stylish Speccy. Like the Cheetah 125+, it boasts a pistol-grip stick, trigger, top and base buttons and auto-fire but it's got a more positive stick action and a sturdier base. What's more it's got suckers on the bottom for extra control. Comfy, controllable and easy to use, this one's well worth the money.

5 ZIP STIK

Euromax/£14.95
Slick is the word for this — it's got sleek comfortable lines, microswitch response and a cool feel in the hand. It sports an auto-fire and normal fire button at the front, so you can switch action rapidly to avoid being blasted. Suitable for right or left-handed people, it's got an audible snap and there was no sign of the dreaded joystick wrist. Best of all, it's got a steel shaft, making it fairly indestructible for even the most vigorous of games players!

6 JOYBALL

Euromax/£24.95
Oh wow! What can one say? This blue blob balanced on a black base is a bit different in design to your average joystick. Of the four fire buttons on the base, two can be used normally and the other two can be used for rapid fire. Not only that, you can also select either slow or fast fire, though this probably isn't that useful when used with games that don't respond to auto-fire. It's extremely stable and you can get a good grip, though it's not very responsive when compared to a standard stick. It looks tough but I have a feeling it wouldn't last long in the hands of some games players!

7 QUICKSHOT II TURBO

Quickshot/£13.95
The latest version of the popular Quickshot II, and still a fine joystick. Control is amazingly good and the autofire option is smooth and effective. New features include a flasher case (red with entirely superfluous dimples on the sides) and slightly improved microswitches. Other than that, it's unchanged, with handle and fire buttons as comfortable and easy to use as ever. And it should even stand up to the butchest of joystick bashers.

8 INTERFACE VTX 711

Modem House/£39.95
If you're planning to use the Voyager modem on your Speccy, you'll need this interface. As far as hardware goes, it's great. You get multiple speeds on a rotary switch at the back and there's also reverse



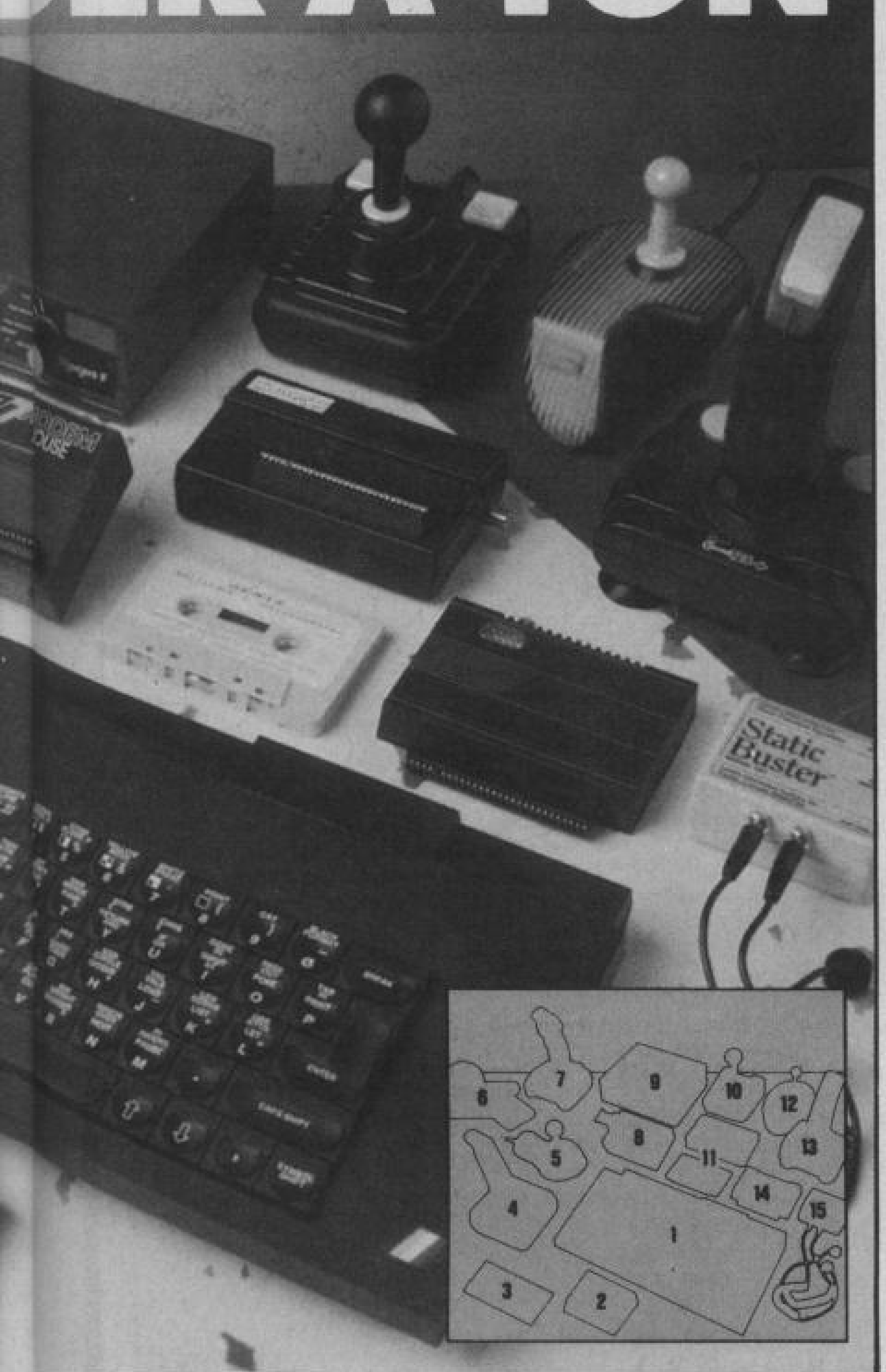
1 DISCIPLE

Rockfort Products/£84.95

If you thought Multiface One was the ultimate Red Button device, think again! The Disciple, or should that be DISCiple, is a neat memory dump/ disk interface that does the same jobs, plus a whole lot more besides. You get a disk interface with an eight bit Centronics printer port, Kempston and Sinclair compatible joystick ports, and network sockets, identical to those you'll find on the Interface 1. Also, on the side of the box, are two saucy little buttons. These will, depending on the order you tap them, act as a snapshot, allowing you to copy any program to disk, (very handy since no Spectrum programs actually come out on disk!), or dump a screen to your printer.

The Disciple actually goes quite a long way to look and act like an Interface 1, from those all important hook codes (some anyway!), right down to those two little holes so you can screw it to the bottom of your Spectrum. In fact it's so like the Interface 1 that it's very easy indeed to convert your existing programs to work with

DER A TON



disk, as the Disciple uses all the usual microdrive syntax. So you can use it as a development tool for programming too!

In fact the only way it really diverts from the Interface 1 is that it is *fast*, only taking 3.5 seconds to load 48K! Not only that but you can get 750K of storage on an 80 track double sided disk! On the downside, though, not all the hook codes seem to be supported. A hook code is a call to the Interface 1 ROM. When I tried Hisoft's *Devpac* with the Disciple I was unable to get it to work.

The operating system is booted from disk when you power up, so it can be totally customised to your own purposes. It could be fun to have your own boot up screen, or a customised operating system of your very own! As well as the other facilities I've mentioned, it also has an option to handle an external RAM disk, and that really *is* something!

One small problem I had, was that the Disciple hung up after about half an hour. At first I thought it was overheating that was causing the crashes, but in the end I couldn't decide whether this was the case, or whether it was the *Devpac* and the problem previously mentioned.

The graphics handling of the printer side of the interface is superb, taking in the printing of graphics characters, or even complete screens using the snapshot button with the caps lock down, to literally *any* printer. So, if you only buy one new box to plug into your Speccy this year, make it this one.

Prestel that'll allow you to talk to VTX5000's without any specialised software. You can even talk to other computers at up to 4800 baud though at these rates you have to be directly connected.

The software tape that's included features three programs — *Viewterm, Teleterm* and *Newterm*. The first is a really natty autodial, menu-driven program and comes complete with autologon/autodial macros to give a Prestel-type terminal. To download Telesoftware you have to go off-line and load up *Teleterm*. This'll load CET format Basic programs, but not some of the VTX programs so it'll cost you extra for a double telephone socket. *Newterm* is an ASCII format terminal program for non-Prestel bulletin boards and it includes xmodem to transfer files.

9 VOYAGER 7 MODEM

Modem House/£79.95

Now this is a neat little box of tricks. It's compatible with the Interface 1 and features autodial answer, even though this isn't automatic as it's carried out by the software. Mind you, this does mean that manual dialling is possible, though you'll need a double telephone adaptor jack socket since it isn't included in the package. A rotary switch at the front changes the baud rate and has a facility that tests the cable at 300 baud. It can also be left switched to the speed you want to use as the on-line switching is controlled by the software from the interface itself.

10 EUROMAX PROFESSIONAL AUTOFIRE

Euromax Electronics Ltd/ £19.95

The latest addition to Euromax's range is what's called a 'premium joystick'. Or in other words, it's expensive. But if you're in the money and can afford to splash out £20 on a joystick, then the Professional Autofire is a worthwhile purchase. Sturdy yet manoeuverable, it's very sensitive and handles well. It comes with an auto-fire button that may well prove invaluable when you're battling your way through the latest shoot 'em up.

11 GENIE DISASSEMBLER

Romantic Robot/£9.95

When is a bit of hardware not a bit of hardware? When it's a bit of software, silly! The Genie Disassembler is a natty bit of software that downloads into your Multiface One, turning it into an entirely new piece of equipment. Now it's a fast and independent disassembler which you can switch in at any point in a program. Press the red button (no, not that one, Mr President!) and instead of the chintzy SAVE/LOAD menu, you get a whole new menu devoted to many and varied program dissection routines, such as Op-code/text search, Front Panel, View memory (ASCII or numbers) or Hex/Dec conversion. A fine piece of equipment, and excellent value if you're already a Multiface fan. A comparable dedicated unit could come to twice the price!

12 KONIX SPEED KING

Konix Computer Products/ £12.99

This is an ergonomically designed joystick (ooh, get you!) to fit the right-handed of the world. Which is a bit of a shame if you're cack-handed (left to you). Even so, if you don't want to get joystick wrist you'll have to rest this on your knee most of the time 'cos the fire button's positioned a bit awkwardly. It'll give you good positive control and a quick flick of the wrist allows you to skip past characters with ease. It's smooth, neat and a must — if you're right handed that is!

13 CHEETAH 125+

Cheetah Marketing Ltd/£8.95

Cheetah's 125+ is one of the first joysticks to be compatible with the Spectrum +2's fiendish SJS1 joystick port *and* the standard Kempston. It sports two plugs on the end of the lead, a black one for standard Kempston purposes and a flashy new grey one, that'll subtly blend with the casing of your Spectrum +2. The 125+ comes with a pistol-grip stick, trigger, top and base buttons and an auto-fire option switch.

14 KEMPSTON JOYSTICK INTERFACE+

Kempston Micro/£6.95

Enter the Kempston interface — another blow in the fight against the Spectrum+2 joystick port. It's a newstyle lay-down job as opposed to the former sit-up-and-beg design — these fitted simply enough on the rubber Speccy and 128 but proved a bit of a problem with the Interface 1 and Spectrum+2. This is a stylish little black box that fits neatly on the back of your Speccy and is completely software and hardware compatible with all Spectrum computers, even the notoriously awkward 128. And what's more it's cheap too!

15 STATIC BUSTER

Integrity Solutions/£49.95

A static charge as low as 250 volts can mean premature death for your Speccy's chips. And just walking across a carpet can charge you up to a wacking 35,000 volts. Sparks will fly! Integrity Solutions is leading the fight against fried chips with its new Static Buster (who ya gonna call?). This nifty little unit earths your screen and keyboard to any convenient groundpoint, like a radiator pipe or window frame, via two little black self-adhesive electrodes. These black numbers stick to your appliance of science and connect to two sockets on the Static Buster. A stylish alternative to operating your equipment wearing a pair of rubber gloves!

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COBRA

Ocean/£7.95

Rachael Crime is a disease. He's the cure. Oooh! So macho!!! All black T-shirt, match gripped between the teeth and have you seen his *huge* weapon...? He's so effective he should change his name to Penny Sillin (geddit?).

His real name's Marion (loss of the odd butch brownie point for that one, Sly, me old buddy) Cobretti — so you can understand why he prefers to be called... Cobra. Amateur psychologist that I am, I reckon that if he hadn't been born with such a sissy name he'd have had no need to prove himself by becoming a vigilante cop.

But if he'd copped out, there'd have been no game — the disease would have got worse: we'd all have been mugged and murdered and... well it doesn't bear thinking about. No, there's only one real solution to the crime problem and that's the short sharp shock of a bullet in the brain!

Look at it this way. You have to rescue top fashion model Rachael... sorry, Ingrid Knutsen (bit of wishful thinking there). The streets are overrun with psychotic killers. She's in the clutches of the evil Night Slasher (so that's why the bed's wet). Whatya gonna do? Try to talk them out of it, you pansy social worker? Of course not. You're going to kill them. Which is why this game doesn't have a fire button. It has a 'Murder' key!

Luckily the designers haven't taken the film quite so seriously as it took itself. In fact, they obviously reckoned it was a 'rot of old Cobras', as the Chinese would say. Stuck with the tie-in, they sent it up something rotten. And it's all the better for that.

Cobra is a variation on our old pal, *Green Bert*, so he's got lots of platforms to climb and weapons to collect as he wreaks havoc amongst the lowlife, scumball punks who're thrown against him. Unluckily for him, Marion starts out unarmed!

Never mind. He carries his own weaponry, hard as concrete and virtually undamageable — his head! Until he can pick up something more powerful he has to deliver a good ol' Glaswegian greeting to every enemy he meets. His H-Bomb headbutts are enough to knock the lowlife into the middle of next week.

The enemy just keeps on attacking though. Some even fire at him, which means he has to duck and leap a lot. They come thick (but never so thick as Sly himself) and fast, so naturally his mind turns to... fast food.

You can find a lot of things inside burgers, from the odd bit of beef to kangaroo meat, but I bet you never found a laser sighted machine gun in your McDonalds! Well, that's what lurks tooth-breakingly under these buns, so it's wise for Marion to pick up a pistol, nibble on a knife or imbibe an invincibility pill — with a side order of fries to go!

All the weapons have a limited life, but they're invaluable as you progress through the three stages. There's the city by night, the country by day, and the factory. It's in this last area you have to face that old wet, the Slasher. Still, as you have to clear each level of psychos before you progress, you've got your work cut out.

Another major difference from *Green Bert* is that you don't just run left to right. In fact, you have to do rather a lot of running every which way but loose (sorry, wrong movie) if you're to pick up the goodies and find Ingrid. She'll follow you faithfully, impressed by your rippling biceps and bulging belly (too many burgers!). But don't commit that cardinal faux pas of courting and try to kill her or she'll wander off again. That sort of thing really hurts a girl.

Sure, *Cobra* isn't very original, but it's furious fun which will test you to the limits. It's also one of the better film-linked titles. In a market which has become constipated with tie-ins, *Cobra* is a dose of syrup of figs!

Graphics
Playability
Value for Money
Addictiveness
8

● Burger me! It's worth learning what lurks in the melted cheese, so that you can save the more powerful weapons till you need them. That way you can grab the machine gun with relish!

Sex symbol, Sprite Stallone, says, "Down dese duh... mean streets... duh... I must go. Follow me, Ingrid, if you wanna part in Rocky 97."

Meet Mr Knuckles, as fine a cartoon thug as we've seen in a long time. He's come to cook your goose... or carve your duck perhaps. (*What a fowl joke! Ed*). Jump when he hurls a dagger in your direction.



It's not every neighbourhood where the bag-snatchers carry bazookas. Keep an eye on these creeps, because when they stop and vibrate it means they're about to let go with a blast and Cobra would be quackers not to duck.

Have we gone quackers? The duck dinner here gets eaten away as Cobra's weaponry wears out. What he's packing appears just to the right, and to get to the next level he must collect the complete arsenal.

FAIRLIGHT II

YOUR SINCLAIR MEGAGAME

The Edge/£9.95

Tommy And behold, it came to pass in the land of Fairlight, that a darkness descended over all who lived there. (There'd been a sort of mystical power cut.) And Isvar entered the land to seek the Book of Light that would restore the kingdom to its former glory. And as it is foretold, he uncovered the book in the secret sections of Castle Avars. But lo, he then plonked it on a platter to the wrong person. Forsooth Isvar, thou art a proper nelly!

At this point, the first game in the *Fairlight* trilogy comes to an abrupt end. If you completed the opening part, you'll know that Isvar's been hanging around outside the gates of Castle Avars longer than the wait for the 73 bus on a Saturday night.

But now the wait is over. It's a good year since Isvar dumped the Book of Light right into the lap of the Lord Of Darkness and legged it. *Fairlight II: Trail Of Darkness* takes over on the very next screen.

So, what's it like in this brave new world then? Well, a bit like it was in the old world really, only green. Bo Jangeborg's turned over a new leaf and filled the land of Fairlight with trees. And the wood's alive with weird wolves. Another couple of screens further on and you're on the beach and aaaargh! I s'pose whoever put that cliff there thought it was very funny — a sort of Bo jest!

You'll discover caves and craggy outcrops; there's a large annexe to the castle to explore; plus you'll find a pirate ship.

On a bog-standard Speccy the game comes in two parts; you have to load the second one as soon as you've completed the first part. State-of-the-art Speccy owners get the lot in one go on a separate 128 version.

Of course, the two big questions are, how does *Fairlight II* differ from the original and does it match up? At first sight, the differences are very subtle — a few cosmetic changes to the screen border and that's about it. Then you start playing and you'll notice the big change. There's no longer a black-out as you move from screen to screen. Instead, Isvar beeps and stands still until the next screen is drawn. Okay, you get used to it, but it is a bit of a cop-out. We've seen much quicker methods of tackling the same problem in other games over the last year.

And this is the nub of the problem with *Fairlight II*. A lot of code's gone under the keyboard in the last year and *Fairlight* doesn't seem so revolutionary any more.

So much for the gripes, what are the good things? Well, the graphics are great — those wolves will have you howling! The puzzles are as complex as ever, or at least they seem so to someone who's yet to complete any of them. And mapping's going to be a nightmare. Try this for size — go out of one door, then back in again immediately. Yep, a different room!

Fairlight II: Trail Of Darkness may not come as quite such a shock as the first time you loaded its predecessor but it's still just as much a megagame. Now quick, before the lights go out completely in Fairlight . . .

Graphics
Playability
Value for Money
Addictiveness
9

His bite's worse than his bark — but then what would you expect with the sound on the Speccy. Fortunately, the wolves aren't too tricky to dodge as they have a tendency to get stuck behind the vegetation.

Leave no stone unturned — you never know what you'll find hidden under them. And anyway, the stones can always come in useful when you need a quick leg up onto something.



Yo ho ho. The pirates are proper little pieces of hate. In the original *Fairlight* you could kill a soldier and transport his helmet to a safe place. That's all changed now. The pirates vanish completely only to return when you re-enter a room. Pretty rum, eh?

One small problem is that Isvar slows down to a snail's pace whenever there's anything else on the screen. So, even if there's a hidden wolf prowling under the poplars, you're given due warning to watch out. But why wasn't an average speed chosen for all the screens and stuck to?

May the force be with you — if it's not, you can wave goodbye to the rest of your quest. Starting at the ton and counting down you lose a point every time you're touched by one of the nasties. And watch out for the bubbles — they'll cost you ten energy points.

You gotta pick a pocket or two . . . or five. Isvar can carry up to five objects at one time but only if they're fairly light. One barrel and that's him just about done in. You just have to highlight the pocket you want to place an object in.



Roll out the barrel — you'll need to jump on the barrels to reach some of the hidden rooms.

Where am I! What's happening? Looks like we've wandered into *Batman*. This really is a tricky puzzle — you have to alter the sequence of three platforms by standing in front of them and then jumping on them in order.

CONTACT SAM CRUISE

Microsphere/£7.95

Luke This ain't a nice neighbourhood. Even the 'roaches go around in pairs. Sure, there's the 87th Street precinct headquarters down the street. But the cops don't like my kind any better than the two-bit gangsters living on this block. My kind is a detective, Sam Cruise is the name. You can read it any day of the week on the door of my third-floor office.

I'm working on a case right now. The case of the Bali Budgie. It all began with a phone call . . . the best ones always do. A classy dame, Lana, asked me to meet her at the fifth floor of the Hotel Royale on the next block. She sounded sweet, like syrup.

When I got there, the bird had flown, but I wasn't alone. The body on the floor was crumpled in a way that only means one thing. The envelope in the corner contained the $100 Lana had promised me, but even the phone ringing on the desk didn't drown out the noise of the cops in the lobby of the hotel. It was a set-up, and I was the bait.

The voice growled its message and then hung up. It was probably meant for the poor sap on the floor, but to me it was the only clue I had in this case, and the only piece of hard evidence I had to work on if I was to prove my innocence. A private investigator's licence ain't easy to get in this town. The only way out of a jam like this is to put on a disguise, fuse the lights and get back to the office. . .

Such is the daily routine of a private investigator, Sam Cruise . . . the athletic hero from Microsphere's *Contact Sam Cruise*. I say athletic, because despite the sort of 'cool' we've come to expect from these 'Bogey-type' investigators, Cruise spends most of his time on the mean and moody streets performing aerial somersaults and forward rolls. Dodging sniper's bullets is one reason for these acts of physical fitness, but he's also trying to trap the passing banknotes from a recent bank job to supplement his income.

But it's not only the gangsters you have to watch, it's the cops too. Entering the buildings illegally — that is, without a key — is quickly picked up by the police and the only way out is to don a quick disguise. Of the eight disguises Sam can choose from, only those in blue can fool the police — but you have to watch out as his disguise can slip anytime, especially when there are cops around.

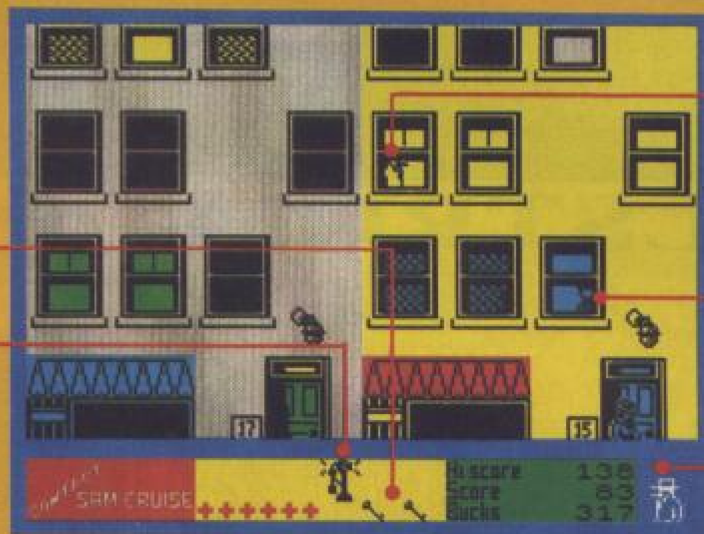
Sam can pick up various clues to help his investigation. Phoning up his office gets Daisy, his secretary, keeping him up to date with his messages. Clues are liberally spread all over the neighbourhood, and Sam picks these up simply by walking over them. There's also a whole lot of cash up for grabs — it's just a case of finding it ...

Cruise has ten lives — displayed as the ten first aid kits required to patch him up when he gets shot up by a passing mobster.

Icons, so trendy these days, are an essential part of the game. Doors, fuses, light switches and phones all flash up on-screen when Cruise passes them, and then it's just a matter of finding the appropriate key to use them.

Contact Sam Cruise is a strange game . . . unless, of course, you've experience of the *Skool* series of games. When you start off, keeping Cruise alive is the biggest problem — but that soon passes once you've got enough dollars in your pocket to get yourself out of jail on bail and pay off the petty thieves that hang out on your block. All you've got to do then is try and make some sense out the weird and wonderful clues that come your way . . . it may not be the Maltese Falcon you're looking for, but the Bali Budgie's just as difficult to find.

The graphics do get a bit difficult to sort out sometimes — especially when you've got dollar bills, passers-by and cops all vying for the same spot on-screen — but if you're looking for a bit of private eyeing, take my advice kid, and contact Sam Cruise.



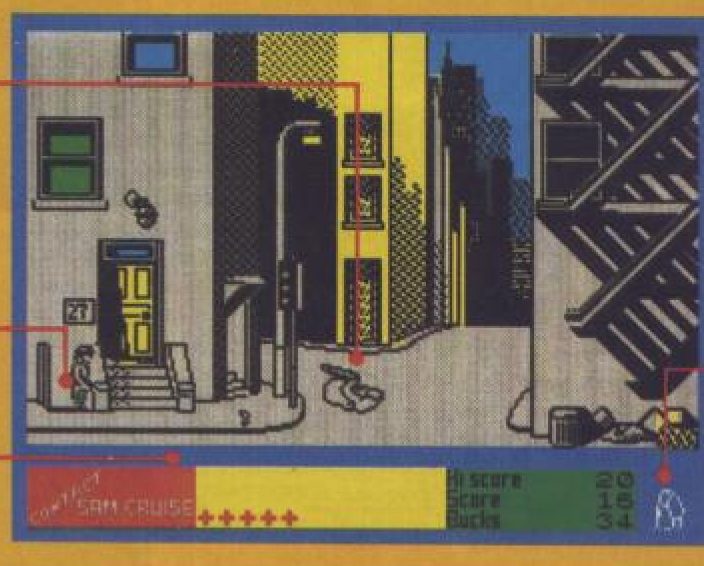
There are four keys to find, and I got two of 'em already. I'm pretty well stacked in the wallet department too — and I'm gonna need all of that $317 if I'm gonna survive those mean streets.

You can tell the phone's ringing, 'cause this little icon starts to animate. This is also where you look for hidden objects, doors that need opening, and lights that need turning on or off.

The cops say that they'll throw the book at me if I enter a house without a key. But they don't say nothing about jumping from one roof to another and getting in that way.

Getting picked up by the cops ain't no big deal. Sure they'll shout at me, but the bail shouldn't be more than $100. Could be as low as $20 if they're feeling sweet.

A red disguise is one that won't get you past even the greenest cop. So you gotta be ready to change disguise at a second's notice if you've got cops all around you.



It may look stupid, but somersaulting is the recommended way of picking up some extra cash. Each one of those scraps of paper is good ol' American currency from a recent bank job.

See that guy in the basement of number twenty-seven. Well, he's a mobster with a gun, but worse than that he's seen me. Believe me, these guys, don't care about innocent passers-by.

And here's where I look for my messages. Telephone calls and the reasons for my occasional lapses into unconsciousness are printed up, and quick — so make sure you got a notepad and pencil so you can jot those clues down fast.

As well as the somersault, you gotta perfect the 'roll' . . . well, that's what we call it in the trade. The aerial somersault's okay for dodging those low shots, but when those mobsters are shooting high, you gotta roll.

Yeah, that's me, dressed as a dame. It ain't often I wear a frock, but there are circumstances — you hear what I'm saying? Trouble is that disguises fool the cops, but the gangsters ain't that dumb.

Graphics
Playability
Value for Money
Addictiveness
8

TRIVIAL PURSUIT

Domark/£14.95

Marcus Barely minutes after Domark launched the original Genus edition of *Trivial Pursuit* onto an unsuspecting computer market, here comes the first official cash-in, er — sorry, follow-up. *The Young Players Edition,* available both as a complete game package (£14.95) and as a subsidiary set of questions (£7.95), is aimed, as you might imagine, at the more youthful Speccy owner. More than 3000 questions designed for 7—16 year olds are included, and don't worry if, like the Ed, you're rather older than this 'cos that includes mental age too!

In terms of gameplay, this



MAILSTROM

Ocean/£7.95

Rick Mailstrom is a post punk Postman Pat. In the true spirit of Wells Fargo, your task in this icon driven adventure is to make sure the mail gets through. Thing is, the hazards you face are a shade more formidable than a yapping Yorkie or a missing postcode. For this is post North Sea oil Britain, run by criminals out to do their darndest to marmalise your mail van.

Indeed, despite its innocent red outside, this mail van has a more sophisticated armoury than an F-111. Worse still, it's driven by the menacing Michael Nasty. The controlling heart of the game and the van is SKIT — Special Knowledge and Information Terminal — or the icon menu to us plebs. This allows you to pause, quit, check your van damage, how much mail you've collected and how to get in and out of the van.

Once inside the van, you're generally safe. But, of course, you're going to have to step outside once in a while to pick up the mail from the sorting office. Numbers light up at the bottom of the screen telling you where to deliver, though you don't have to worry about complicated things like street names.

You'll also have to get sacks from post boxes. The more you get back to the 'in' section of the sorting office, the more mail you'll get — and the higher your target sack number will be for that day. Fail to achieve that and you're sacked (har har!) and the game's over.

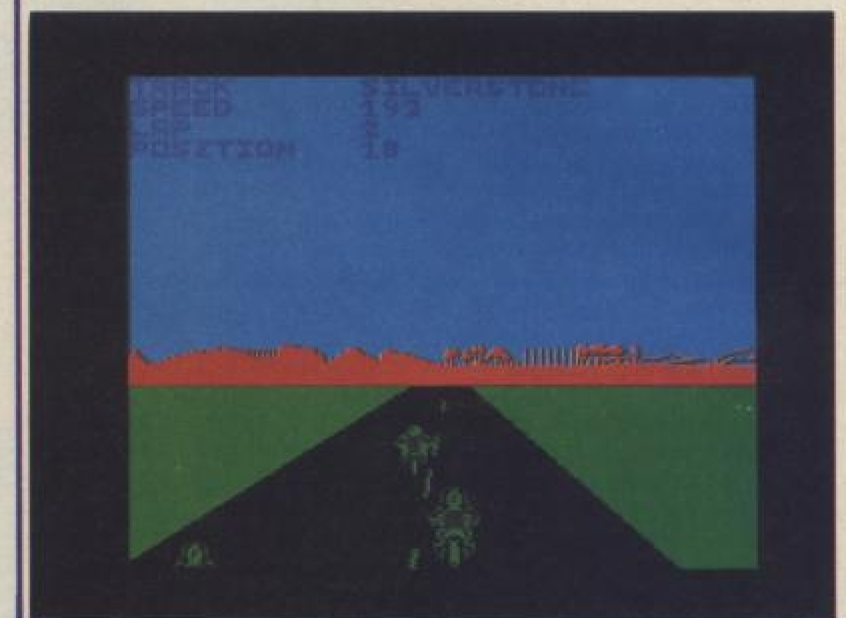
On your jolly rounds you can run over baddies but avoid the innocents, else you'll tot up licence points or worse, the police'll appear to cart you off. Damage sustained can always be rectified at the Hospital, though.

Mailstrom seems to fall between stools — it's neither wacky enough to be a mickey-take, nor does it take itself seriously enough to be a real puzzling adventure. Despite its wry humour and its neat scenario there are long tracts of boredom, 'cos it's just so slow, even when in super pursuit mode. For me, *Mailstrom* just fails to deliver.

Graphics
Playability
Value for Money
Addictiveness
8



SPEED KING 2



TERM

Mastertronic/£2.99

Rick Imagine a galaxy where all youths are forced to do endless hours of homework and where happiness is denied to all except the Emperor whose greatest joy is to deny pleasure to anyone still a teenager. Sounds fun, doesn't it? But never fear, 'cos to the rescue come the Wanglers, intent on wangling time off for the hard-done-by schoolies — a gang of anarchic teenagers deactivating school computers all over the cosmos. (Well, they're probably BBC's anyway.) Not surprisingly, their leader, Brains, has been locked away on Terminus, the prison planet. Wouldn't you want to rescue such a hero?

You control Mobod, Xann, Magno and Spex, the four would-be rescuers of Brains. The first two move around the multiple screens by flying. Magno clings to ceilings which makes him good for avoiding horizontal traps, while Spex moves by bouncing about. With batteries charged and thrust up they're protected from enemies — but these run out quickly, so beware!

You can swop characters by using the teleports which also link the security zones. Key targets are the recharge units to boost batteries and the energy locks — these work like intergalactic roundabouts, giving access to various areas of the complex.

Obviously 512 screens makes the game l-o-n-g, but no great originality of thought has gone into it. And though there are four characters, only Spex is vaguely interesting, and they can never be used as a team. It's built like I cook, a bit of this, a bit of that and a lot of nothing in particular. Still, this one hardly blots Mastertronic's copy book.

Graphics
Playability
Value for Money
Addictiveness
6



new set is identical to the first. The board still glows with that colourful and rather confusing design that's made to make your eyes water. The honesty factor's still there too — instead of typing in your answer, you merely have to say whether you got it right, which of course, you did! And that animated bore, TP, still trots around the screen getting on everyone's nerves.

Only the questions and their categories have changed. In this version they're very similar to those in the original board game — mainly about the Wombles, that is. What is it about the Wombles that fascinates the Trivial Pursuit writers? No doubt historians will be debating this for years to come.

Also mysterious are the new categories. Quite why they've been changed, I can't say. But gone are Sport and Leisure, Science and Nature and everybody's fave, Entertainment. Instead there are the more sober People and Places, the Natural World and Games and Hobbies. Very sensible shoes, very Blue Peter!

Young Players is sure to bring pleasure to any aspiring young yuppy. Though there is one problem — how are we meant to afford this flood of trivia? And there's more to come. *Baby Boomer* (for the over-30's, many of whom own Speccies) and *Genus II* are due next year. Domark is obviously keeping busy, but you can't really blame them. Buying the first set of questions will set you back a cool £14.95. Extra sets are a mere £7.95 each. So bona fide *TP* freaks, of whom there are apparently billions, will have to shell out a whacking £38.80 to keep their collection of tip-of-the-tongue teasers up to scratch. Which is why the game's inventors now all live in the Bahamas. Well, if they don't, they ought to!

Graphics / Playability / Value for Money / Addictiveness — 7



YOUNG PLAYERS EDITION

Mastertronic/£1.99

Rick Lean and hungry for victory? Mean and menacing zipped into skin tight leathers and helmet? Sounds like you — then you should be playing this game! 'Cos this is *Speed King 2*, the motor cycling simulation from Mastertronic.

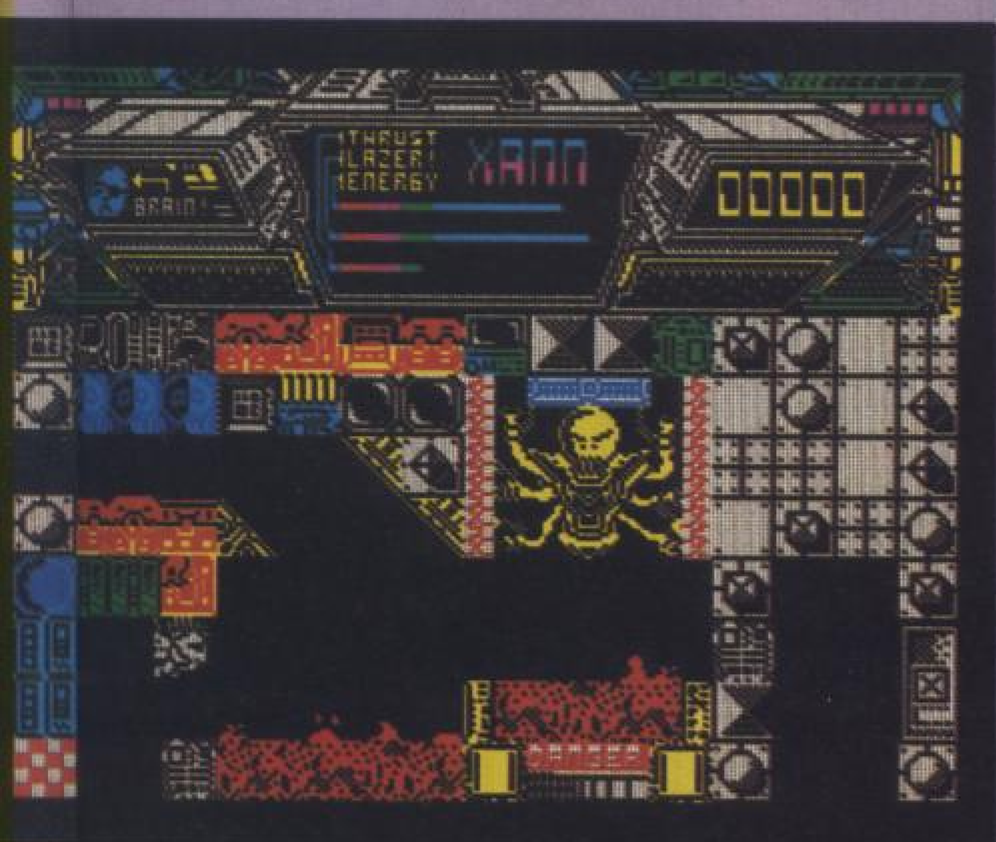
The game has one or two player facility and is keyboard compatible but swoons with delight at the touch of a joystick. Push it forward for faster, ease back for those tricky bends where you must lean to left or right. With one up you start last of twenty riders which gives you plenty of opportunity to blast your way through to become leader of the pack.

Two up is real head to head stuff — just feel that adrenalin! The visors eye view on a split screen gives you a superb sense of suspense and speed. There are nine different courses ranging from Monza to Daytona, each with its own particular character.

This game's built for speed! There's none of that nasty crashing or falling off which slows everything down. Okay, so the graphics aren't pretty (all the courses seem to be in deserts), and there are no sub-screens where you can assess your race status or predict the bends of the course but this game's great fun to play. Thrills and spills without the frills!

Graphics / Playability / Value for Money / Addictiveness — 7

MINUS



Atlantis/£1.99

Rick If your idea of golf is just standing there and whacking the wee dimply thing into the wide green yonder, then Atlantis' *Pro-Golf* will soon put you straight — straight down the middle, hopefully.

Most people's traumas with golf begin when they attempt to hit the ball in the first place, and *Pro-Golf* is no different. But you won't be let loose in any tournament till you've had a go in the practise mode. Here you'll get used to the skills you'll need if you're to reduce your handicap — timing the ball so you don't slice or hook your stroke. It'll also give you practise at making strategic decisions such as which of the thirteen clubs to use for the appropriate position on the course. In fact, strategy gamers will find *Pro-Golf* as satisfying as sporting enthusiasts, I reckon.

It's not just a case of correlating the weight of your shot to the distance it has to travel. You'll also contend with varying wind strengths that whistle round all points of the compass and various course hazards such as rough, heavy rough, trees, bunkers and water, all of which affect your shot.

Greens are displayed on a separate screen and it's here that the gradient and its direction becomes crucial. And you'd better keep an eye on the weather conditions too 'cos these can cause up to a 50 percent variation in your shot. As you're given two totally mapped eighteen hole courses, Sunningdale and Pebble Beach, it'll take a satisfyingly long time to familiarise yourself with each hole and its unique qualities.

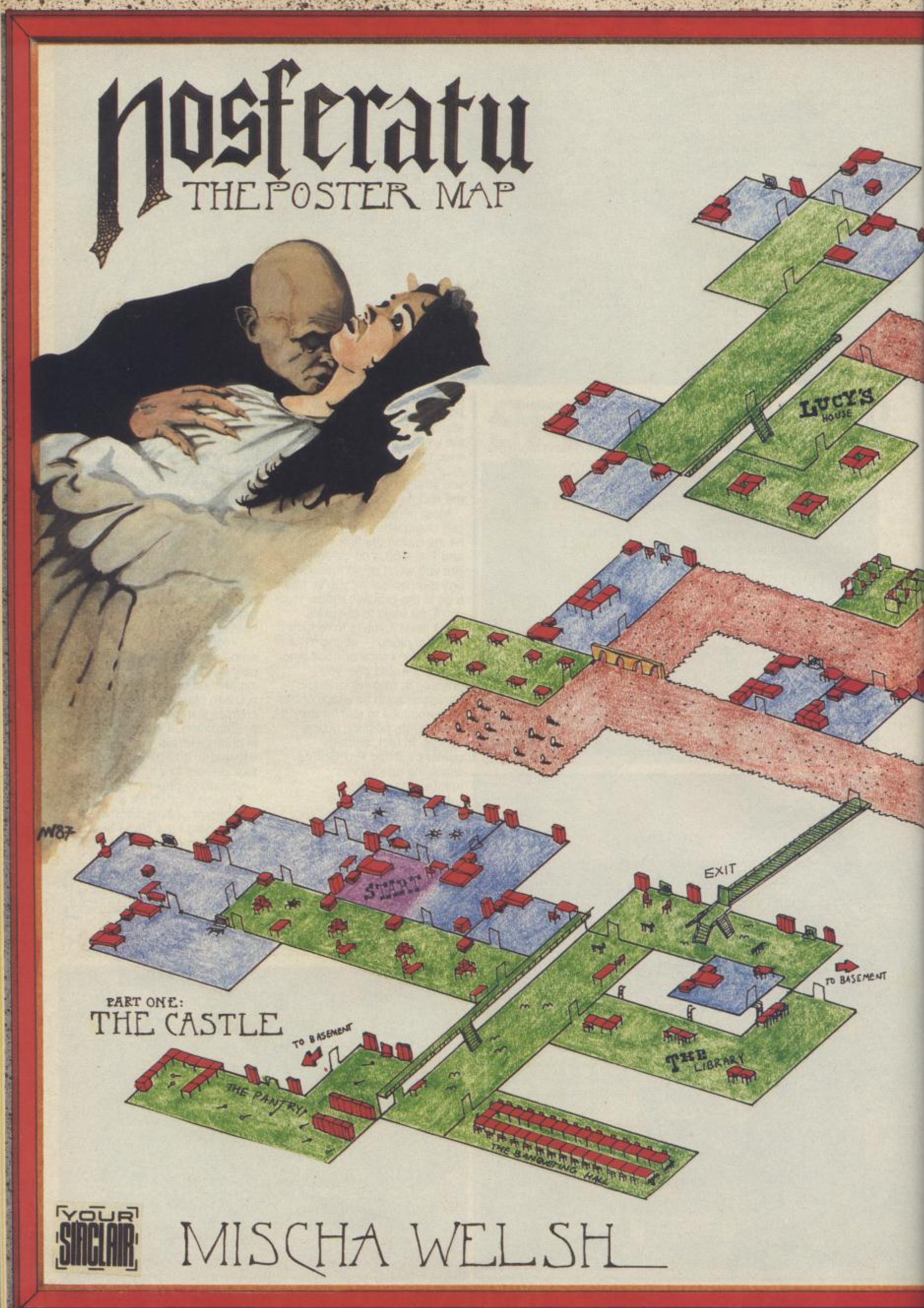
Unless you're really ambitious you'll probably only play the single round option, simply because of time, but you can play a full four-round championship, including cup presentation, if you so desire. In championship you play seventeen others, with up to four players at a time on the keyboard — phew!

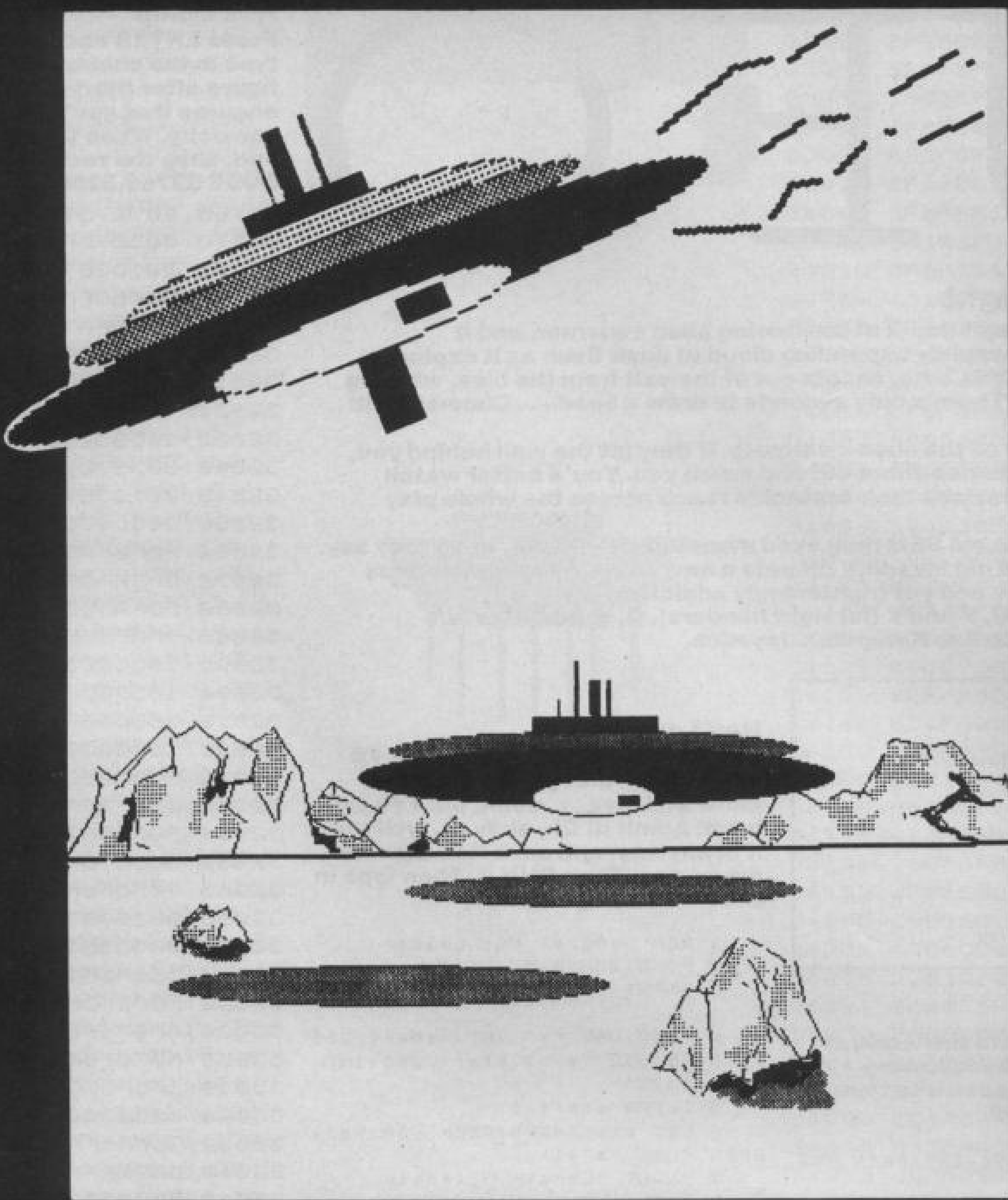
If you're looking for a competent golfing simulation that's going for a birdie then *Pro-Golf* proves to be a hole in one!

Graphics / Playability / Value for Money / Addictiveness — 7

PRO GOLF




Nosferatu
THE POSTER MAP
LUCY'S HOUSE
START
EXIT
TO BASEMENT
PART ONE:
THE CASTLE
TO BASEMENT
THE PANTRY
THE LIBRARY
THE BANQUETING HALL
YOUR SINCLAIR
MISCHA WELSH



PROGRAM POWER

PULL-OUT

UFO

AVAILABLE ON DIGITAPE

UFO

by Andrew Wright

Choom! The lasers spit death at the leering alien swarmer, and it disintegrates into a rapidly expanding cloud of dust. Even as it explodes another one, green this time, shoots out of the exit from the hive, whirling fast, knives drawn. There's only seconds to draw a bead . . . Choom! A hit! How many more?

You must destroy all the alien swarmers. If they hit the wall behind you, their electronic tentacles shoot out and crush you. You'd better watch those blue swarmers, 'cos their tentacles reach across the whole play area.

You can't teach an old BEM (bug eyed monster) new tricks, or so they say. But in *UFO*, the tired old invaders riff gets a new twist. A fast and furious shoot 'em up, simple and yet frighteningly addictive.

Keys for play are O, P and Y (for right handers), Q, W and T for left handers, or Interface 2 or Kempston Joystick.

Typing time: 50 mins

Loading time: 15 secs

Serves: 48K

Basic Program

So, your first step into the world of *UFO* is this: tap in the following Basic program and save it to tape as SAVE "ufo" LINE 998.

```
   1 REM PEEK 35574+256*PEEK 355
75=delay loop
   2 REM PEEK 35368=explosion sp
eed      PEEK 35369=invaders spe
ed       PEEK 35370=bullet speed
         PEEK 35371=man speed
         (0=fast 42=slow)
   3 REM hit 20+ invaders for a
bonus
   4 REM UFO by A.Wright Oct 86
  10 PRINT AT 4,6;"SELECT CONTRO
LS"
  20 PRINT AT 7,6;"1  KEYBOARD (
Y OP)"
  30 PRINT AT 9,6;"2  KEYBOARD (
T QW)"
  40 PRINT AT 11,6;"3  INTERFACE
 2"
  50 PRINT AT 13,6;"4  KEMPSTON
STICK"
  60 PRINT AT 16,6;"0  COMMENCE
BATTLE"
  70 PRINT OVER 1; FLASH 1;AT 7+
2*PEEK 32767,6;"
  "
  80 IF INKEY$<>"" THEN GO TO 80
  90 LET i$=INKEY$: IF i$<"0" OR
 i$>"4" THEN GO TO 90
 100 IF NOT VAL i$ THEN RANDOMIZ
E USR 35943: FOR a=1 TO 250: NEX
T a: CLS : GO TO 10
 110 IF VAL i$-1<>PEEK 32767 THE
N PRINT OVER 1;AT 7+2*PEEK 32767
,6;"                ": POKE 32
767,VAL i$-1
 120 GO TO 70
 998 POKE 23693,4: POKE 23624,4:
 POKE 23697,0: CLEAR 32700: LOAD
 "ufo"CODE 32768,3200: POKE 3276
7,0: RUN
 999 CLEAR : SAVE "ufo" LINE 998
: SAVE "ufo"CODE 32768,3200: VER
IFY "": VERIFY ""CODE : RUN
```

Hex Loader

Here we go again! Yep, it's the YS Hex Loader that you've come to know and love . . . come on! Yes you have! Admit it! Oh, okay . . . well tap it in anyway, and save it to tape for future use. Then RUN it. Then type in the Hex Listing below. . .

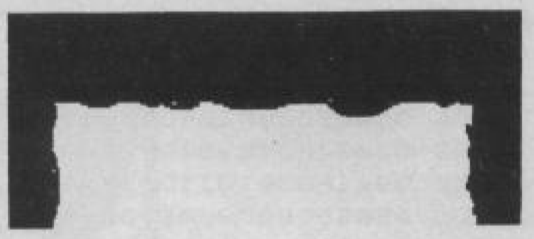
```
   1 REM General Hex Loader
   2 POKE 23658,8
   3 INPUT "Start Address ";star
t
   4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length
 STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a
$
  60 IF LEN a$<>16 THEN GO TO 10
00
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN LET f=1
 100 NEXT j
 105 IF f=1 THEN GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9
 THEN LET y=y-7
 130 LET z=CODE a$(2)-48: IF z>9
 THEN LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN GO TO 10
00
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."''"REMOVE EAR LE
AD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
 230 VERIFY ""CODE
 240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

Hex Dump

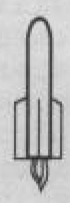
Press ENTER and you'll be asked to type in the checksum. This is the figure after the "=" sign. This ensures that you've typed the line correctly. When you've got to the end, save the residue as SAVE "ufo" CODE 32768,3200.

```
32768:2071737366E4F1FB=1197
32776:00387CFEFFF1AD61=1200
32784:001C3E7FFF8FB586=930
32792:048ECECE66278FDF=1065
32800:FEF5FA7D36333217=1052
32808:BF5FAC5BABDF6346=1112
32816:FDFA35DAD5FBC662=1534
32824:7FAF5FBE6CCC4CE8=1207
32832:1436323371F8F9FB=1036
32840:00387C7EFFE1AD63=1058
32848:001C3E7EFF87B5C6=985
32856:286C4CCC8E1F9FDF=983
32864:FEF5FA6D66777426=1233
32872:BF5FAB5BACDF7331=1107
32880:FDFAD5DA35FBCE8C=1584
32888:7FAF5FB666EE2E64=1065
32896:183C3C3C3C3C3C3C=444
32904:183C3C3C3E3F1F0F=375
32912:183C3C3C7CFCF8F0=1068
32920:183C3C3C3C3C3C3C=444
32928:3C3C3E3F3F3F3F1F=465
32936:0F0F1FFEFCFCFCF8=1319
32944:F0F0F87F3F3F3F1F=1075
32952:3C3C7CFCFCFCFCF8=1500
32960:70F8F8F8F8F8F8F8=1848
32968:00307878787C3E1F=625
32976:000C1E1E1E3E7CF8=536
32984:0E1F1F1F1F1F1F1F=231
32992:F8F8FCFFFFFFFF7F=1895
33000:0F0F1FFFFEFCFCF8=1322
33008:F0F0F8FF7F3F3F1F=1267
33016:1F1F3FFFFFFFFFFE=1399
33024:000000060F1FFFF=847
33032:7CFEFFFFE3CBD3C7=1728
33040:3E7FFFFFE3CBD3C7=1539
33048:000000001C8FFFFF=681
33056:FFFFF8F0F0F0F060=1814
33064:FFFF7B3B3C3F3E1C=905
33072:FFFFDEDC3CFC7C38=1444
33080:FFFF1F0F0F0F0F06=607
33088:0000000010393F3F=199
33096:7CFEFFFFC7D3CBE3=1728
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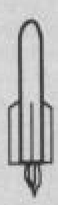
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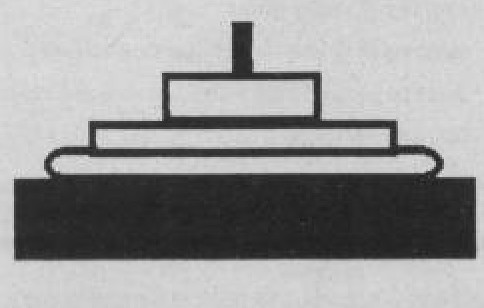












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PROGRAM POWER

Yep, this really is the program you've been waiting for. Not a program for the Spectrum, but *the* program for the Spectrum. Would I lie to you? It's not a character generator, a fruit machine or a filing program, or indeed any other really obvious type of program. No sir, this is 100% original and totally brilliant. So pay me for it and we'll say no more about it!

I am...

and I live at...

....

Telephone...

My brill opus is entitled...

and it's a really good...

written in (Basic/Machine Code/Both)...

Just to prove I can write, here's my chuck hancock

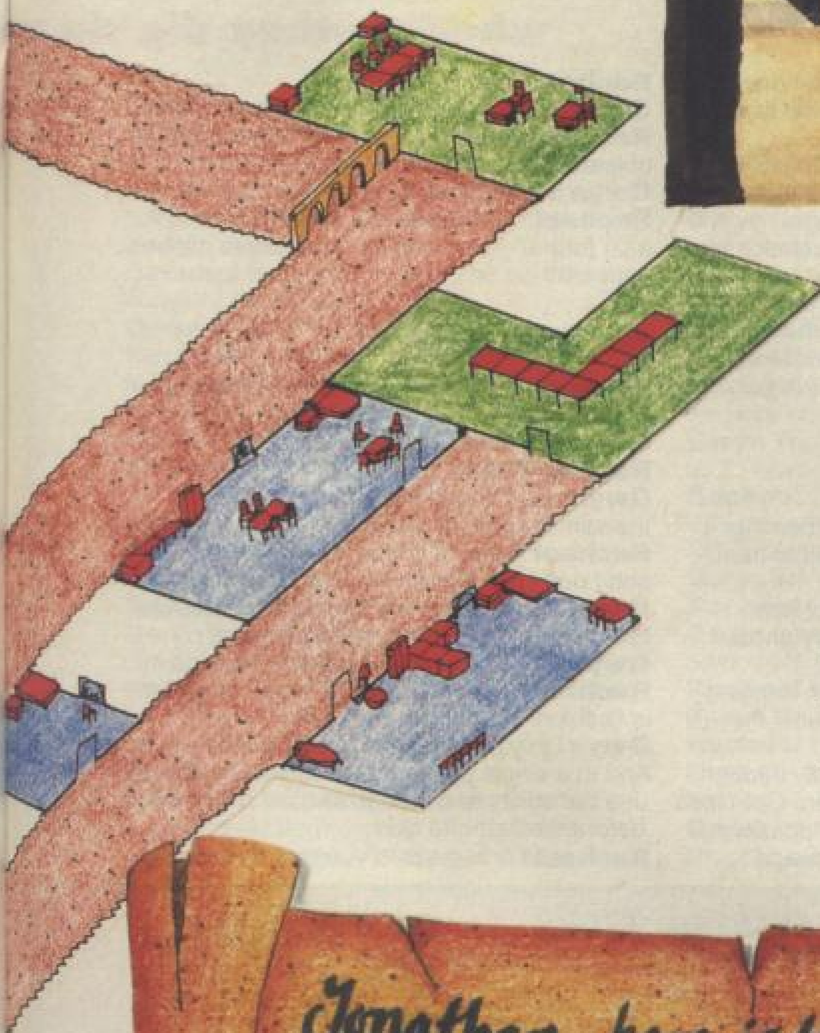
(signature to you)...

Cut out along dotted line and mail to: Muggins . . . er . . . Phil South, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

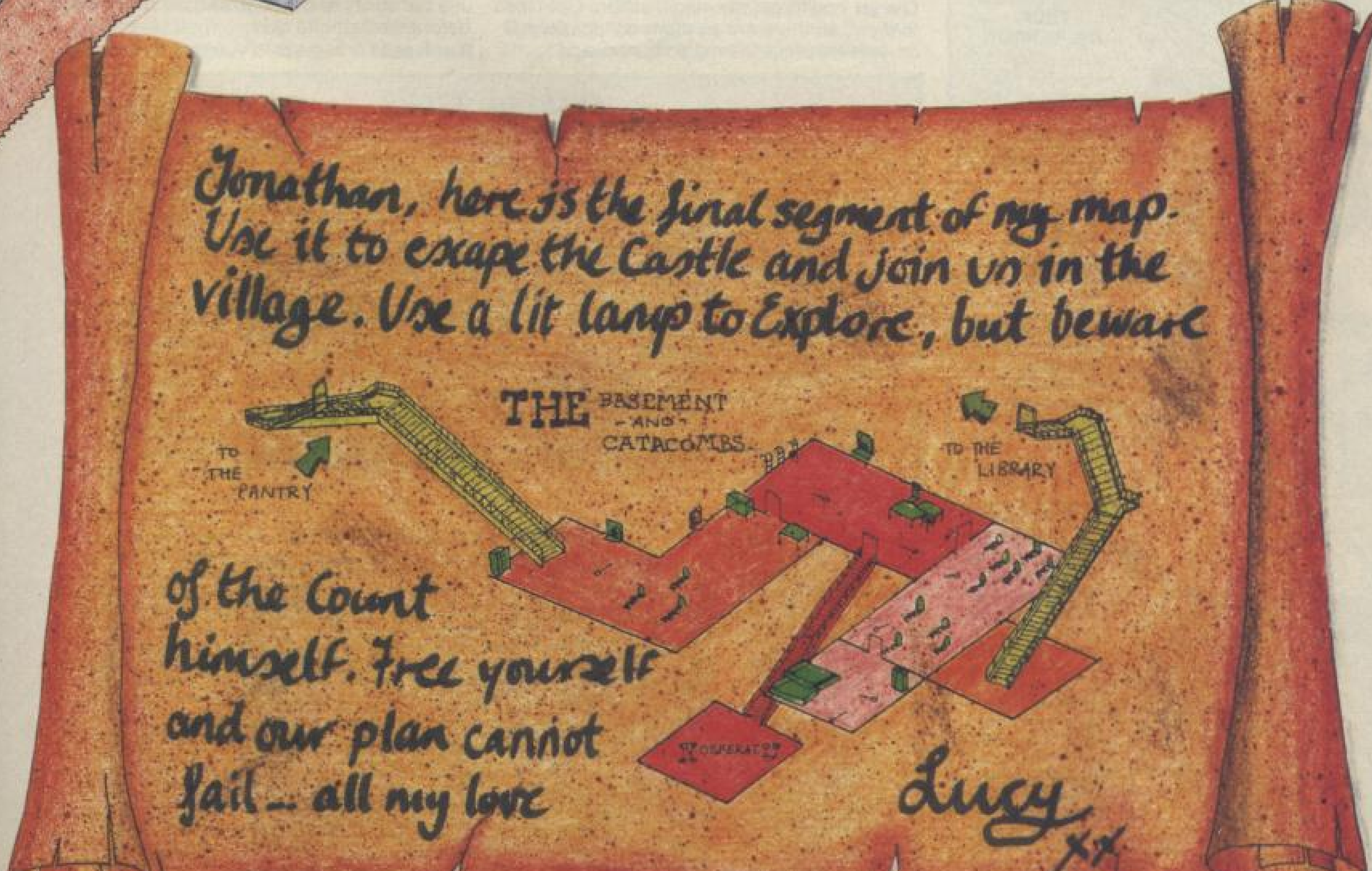
PART TWO:

THE VILLAGE OF WISMAR





DISPATCH
PLAGUE RATS, SPIDERS
AND BATS WITH A SWORD.
THE HOUNDS, HOWEVER
MUST BE SHOT.
NOT ALL OF THE HAZARDS
ARE SHOWN, SO GOOD LUCK.





WHO'S WHO

THYRA THE VALKYRIE

Rachael This is me, Thyra — and no jokes about the thize of my thighs, right! Best protected warrior, with my shield, but I'm not that strong when it comes to throwing anything more than a tantrum. I can junk generators with my trusty sword and can even summon up a little magic with the right potions.

MERLIN THE WIZARD

Gwyn My Celtic roots made me a natural for Merlin. No good in a bout of arm wrestling, but goodness, gracious, great balls of fire shoot from my fingers with devastating results. Using potions is my main skill and I can clear a whole screen with magic — jus' like that.

THOR THE WARRIOR

Rachael He's mighty Thor — no thurprithe, ath hith thkin absorbs twenty percent of the damage. He's so butch that he's also a winner when it comes to ranged and close combat — and I wouldn't mind a bit of that with him, knoworri-mean!!!
But I'd have to love him for his body, because he's a total klutz when it comes to magic!

QUESTOR THE ELF

Gwyn Good elf to you, because Questor sets out on the quest with leather armour. He's not got much when it comes to putting a shot — or should that be shooting a put? His hand to hand's a bit dodgy too, but his magical ability will do for most monsters and generators.

R U N N I

Gaun

There's nothing the *YS* lovebirdske a nice, warm *Gauntlet* machine. We asked Davle whether they dig the ag

YOUR SINCLAIR MEGAGAME

Rachael What better place to start than the start? After an initial adventure in the land of multi-load, of course.
Gwyn The main program's on side one; the dungeons on side two. A second player can join a one person game at any stage.
Rachael Though you don't get a choice of character that way.
Gwyn If you want to change characters at all, you have to re-load the whole thing.
Rachael The score's ticking away. Move!
Gwyn Ghosts! Let me get them. I've got more powerful projectiles.
Rachael Boasting again!

STARTING OUT

Gwyn Look — there's a sorcerer coming.
Rachael This calls for some hand to hand combat.
Gwyn That should certainly do for him.
Rachael There are loads of angry ghosts on the other side of that door.
Gwyn That's because we've been hanging around. They carry on appearing until they fill the screen.
Rachael And we've to fight our way through?
Gwyn You forget my magic potion. Get close to them, so there are as many as possible on-screen, press the magic button and . . .
Rachael Nice one, Merlin.
Gwyn It kills every nasty on screen.
Rachael Haven't you noticed that monsters outside the screen never enter it?
Gwyn So you clear the screen you're in . . .
Rachael . . . then walk on a little to scroll it a bit further — but only so a few more nasties appear.

MONSTER MASH

Rachael That wasn't bad for a first course. What's next?
Gwyn Hang on. I'm just loading it.
Rachael Help! it wasn't like this last time.
Gwyn No. Though the maze remains the same, some of the elements shift about.
Rachael Watch it, your health's pretty low, and I don't like the look of that crowd in there.
Gwyn There's a lot of cider, to compensate.
Rachael But will you reach it in time?
Gwyn No good hanging around. Let's go in.
Rachael It's no good. Your health indicator is flashing. You're done for.
Gwyn Only one thing for it. Reincarnate. And in a single player game you could always use the ability to create a second character, before the first one dies.
Rachael I'm a-maze-d you're not mapping

STARTING OUT . . .

Rachael Mummy, where do little ghosts come from? From piles of bones, of course. Shoot the generators as soon as possible to stop the endless flow of nasties. And if your partner gets it, destroy his skeleton, or he'll become spiritual too!

Gwyn That chest's almost as impressive as yours. Just pass over it to pick it up . . . and the hundred points that it contains.



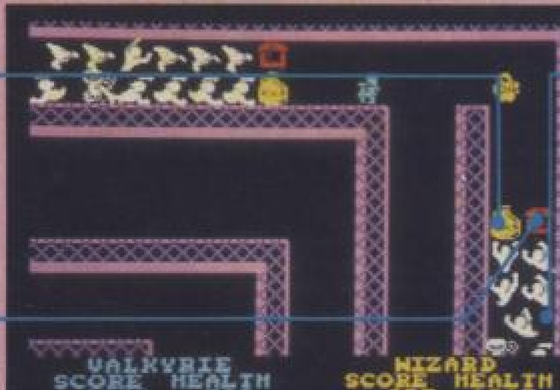
Rachael Hey, Gwyn, you big turkey! This adds a hundred to the score and gets you a hundred health points too. Bootiful! But be careful not to shoot it by mistake or bang goes your Sunday lunch.

Gwyn We could make for this exit, which leads to level four, but if we battle upwards we'll reach a highway to eight. And there's a door to the next dungeon, if you want to take the scenic route.

MONSTER MASH

Rachael I'm a zyder drinker. Would pecker? Perhaps, but cider can be poisoned, taking away special powers, potions or health points. Still, if you're thirsty, you'll take the risk.

Gwyn We might do better if we stuck together on this one. Immediately we take the chest and jug, we'll free the ghosts, which means we need to start firing. I'd better go for the ghost generator because my missiles are more powerful.



Rachael If you watched the scenery scroll by, you'll have seen that the vertical passage, on the right, is a cul-de-sac. So whether you fight those ghosts depends on how hungry you are for extra points.

Gwyn my possessions indicator shows that I've picked up a potion that allows me to blast everything on the screen. But better save it for a really tight corner — like a room crammed with monsters!

Illustration: Mike Clowes

N G T H E



s like more than cuddling together round
untless *Rachael Smith* and Gormless *Gwyn Hughes*
dungeons, Spectrum-style.

this.
Gwyn You think I've got time to get out the old graph paper? Anyhow — there are too many things that change during the game. Doors. Walls that disappear. Much better to get to know the sort of pitfalls that each level holds in store.
Rachael Most exits seem to be on the edges of the screens . . .
Gwyn . . . or in the centre.
Rachael If you don't fight for some time, exits appear everywhere, anyhow.
Gwyn I've never stood still long enough. Inactivity makes all the invisible walls melt, releasing whatever lies behind them.

REST ROOM

Gwyn Are you running away?
Rachael No, just checking ahead.
Gwyn You couldn't get far. The two characters have to be within the screen area.
Rachael I know. The only opportunity I get for a moment's peace is when you've left a maze. Then I can run around, picking up any bits of treasure you missed.
Gwyn Getting picked up by any wandering monsters we neglected to kill, more like. Co-operation's the name of the game now. So it's side by side and keep firing till we've cleared the generator.

WHAT'S YOUR POISON?

Rachael Look — another potion.
Gwyn Better let me have it. I can do more damage when I use it with the magic key.
Rachael It could give me extra armour or fight power or shot speed . . . I'm going to pick it up.
Gwyn Not if I shoot it first!
Rachael Hey! Not fair! I thought you said we were co-operating.
Gwyn Yes, but I reckon it's of more use to us if I have it to clear a crowd of grunts, say.
Rachael Then why didn't you say so. It'll be less powerful because you got it by shooting rather than picking it up.
Gwyn We're both pretty low.
Rachael Use magic then.
Gwyn It won't clear enough of those demons to get us to safety.
Rachael Not for both of us . . .
Gwyn What do you mean?
Rachael When the going gets tough, the tough get going. As soon as you're dead I'm running for the exit. So long sucker . . .
Gwyn I'm reincarnating if you make it ... and I might use you for a bit of target practise!

REST ROOM . . .

Rachael What, no monsters? No, 'cos this is a treasure room, so we can run around collecting what we want. Rather like being let loose in Harrods sale before the crowds arrive.

Gwyn No time for jokes. If we're to get it all we'll have to make sure we work in tandem. These random rooms appear so infrequently you don't want to lose the opportunity for your bonus.



Rachael A bit of maths is called for if you're to score here. The bonus is 100 times the number of chests that you pick up. Don't waste too much time weaving in and out of alcoves though.

Gwyn You only have a few seconds to reach the exit, and if you don't get out with the loot there's no bonus for you. A competitive pair could try to block each other's exit though. Nyah, nyah, nyah!

WHAT'S YOUR POISON?

Gwyn Well, if it isn't the dynamic demons. Halitosis fireballs make these little devils a danger from a distance, so get in close and dispense with them, hand to hand.

Gwyn Yes, Death's a real killer. But he's trapped behind a wall for the moment. Best course when you meet him is to out-run him, because though he'll try to follow, you can usually leave him behind.



Rachael At last, a potion that did me some good. It increased my armour protection, so that I take less damage — rather like wearing two anoraks when you're trainspotting in the depths of winter.

Rachael Uh oh . . . he looks deathly pale. That's 'cos it's Death himself, or Mr Death as the instructions call him. And you can see why! Contact just saps your strength, and magic is the only way to dispose of him.

THE RACHAEL SMITH GUIDE TO DUNGEON DENIZENS



GHOSTS
Who ya gonna call? Anybody with fire power, because they only hurt if they touch you. Ghosts tend to queue up to attack, so just blast away straight down the line.



GRUNTS
So called because of their conversational power. These dummies go for brute force, so try and shoot them before they get close enough to join you to their club . . . a big one with a nail through it!



DEMONS
Sneaky, they tend to lurk round corners and will spit fireballs at you. When you close in they prefer to bite, but this is less damaging than their incendiaries, so be offensive.



LOBBERS
Little green men who toss rocks over walls. Best way to deal with the cowardly little tossers is with a well aimed missile, because they try to run away.



SORCERERS
These strobe on and off worse than a disco light, and when you can't see them, you can't shoot them. Unless you're very lucky, missiles will be more miss than hit, so get a grip on these goons.



DEATH
The big D is a big problem. Only a magical potion can do for him what he'd do for you. He'll drain 200 points before he's had enough. When cornered by him, activate a second character, who'll appear where Death was, destroying him!

Graphics
Playability
Value for Money
Addictiveness
9

FAX BOX
Game.....Gauntlet
Publisher.....US Gold
Price.....£8.99
Joysticks.....Kempston, Sinclair, Protek
Keys.....Player 1: Up 1; Down Q; Left A; Right S; Fire Z; Magic Cap Shift
Player 2; Up 8; Down I; Left K; Right L; Fire M; Magic Space

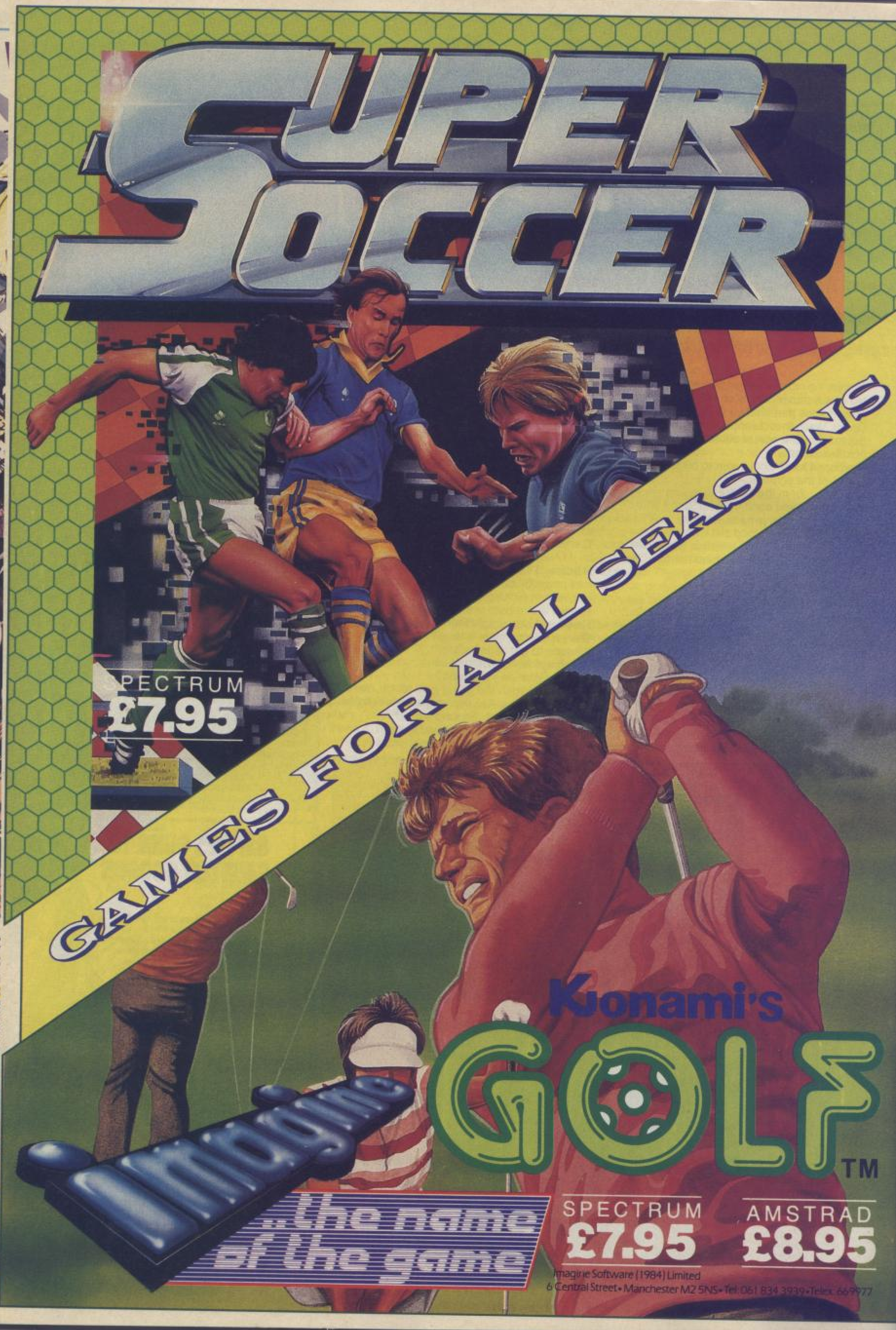
GWYN'S GUIDE TO *GAUNTLET* GOODIES



PICK UP A POTION
As well as giving you the chance to use magic, potions can have other useful side effects. Extra armour, magic power, shot speed or power, and fight and pick up power can all lurk in these bottles. But be careful not to blast them in your attempts to destroy any nearby nasties!

AMULETS
Found on the lower levels, wearing one of these charming charms gives you the Sorcerer invisibility effect, which means you can run around without the monsters realising you're there.

TRANSPORTERS
No, not train spotters — though you might find one in the very last level! They can get you into sealed rooms. Of course, whether you want to go into sealed rooms is another matter, as they often contain some really nasty problems!


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YS and US Gold present

THE BIG 'N' BUTCH COMPO

50 copies of US Gold's muscle rippling new game *He-Man And The Masters Of The Universe* must be won!

YOUR SINCLAIR WARNING: Practise ripping the Yellow Pages in half before attempting to rip out this page!

If you can't fight your way out of a paper bag, help is at hand. You too can join in the fitness craze, thanks to the machoest mag on the streets and the hunks at US Gold. What's on offer? 50 copies of *He-Man And The Masters Of The Universe*, that's what!

Who He-Man? Only the biggest, meanest superhero on the telly today. The man with biceps on his triceps on his quadriceps. The man with muscles in places you didn't even know you had places, let alone muscles! He-Man And The Masters Of The Universe have been terrorising toyshops for months, and now, thanks to US Gold, they're set to rampage through your Speccy as well.

Let's Get Physical!

How can you lift one of these staggering prizes? Well, as usual, we've made it dead(weight) easy for you. Have a butch-ers at the picture below and spot the number of dumb-bells, and we don't mean Frank Bruno. Fill in the coupon, rip it out (get an adult to help you with this if you're a real wimp) and send the whole shennanigan to the You Can't Get Much Beefier Than Me, Well Okay, Apart From Oxo Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



Rules

He-men and women from US Gold and Sportscene Specialist Press are not allowed to enter this compo.

Get your entries in by 28th February 1987 or the *YS* He-men'll be round!

Steer clear of offering the Ed steroids — it won't affect the final decision.

I'm no dumbo. And to prove it, I spotted .... dumb-bells in your cartoon.

Name ....

Address ....

....

.... Postcode ....

TASK FORCE

Ian Hoare's back with lots of new routines for the New Year!

Okay, I admit it, for the last few months I've had rather a lot of rarified code, so this month I'll be concentrating on Basic programs.

First off the pile is a routine from **C Hodgson** of East Ham in London. He's worked out a way to round off numbers to three decimal places when they're greater than 1.

```
6000 LET z$= STR$ answer
6005 LET point=0
6010 FOR f=1 TO LEN z$
6012 IF z$(f)="." THEN LET point
=f
6015 NEXT f
6020 IF point=0 THEN LET answer=
VAL z$: GO TO 6040
6022 IF point=1 AND LEN z$<6
THEN LET z$=z$+"0000":LET answer
=VAL z$( TO 6): GO TO 6040
6025 IF. LEN z$<point+3 THEN LET
z$=z$+"000"
6030 LET answer=VAL z$( TO point
+3)
6040 RETURN
```

It works when called with a value in 'answer' and returns with the rounded value in 'answer'. Of course, you can change the variable name, provided you alter all occurences of it.

C's routine reminds me of another subroutine in a book by Trevor Toms called *The Spectrum Pocket Book*, published by Phipps Associates of Epsom. Unfortunately it's now out of print, but was a very useful little book in its time. It cost £5.95, and it may be worth having a look round your bookshops to see if it's still available. Anyway, this routine's designed to print numbers aligned by their decimal point. Not only that but they're printed to the format given in a mask held in u$, where a digit '9' corresponds to a printable figure and the decimal point in the mask is shown by a '.' as you might expect. All will be clear if you look at the example shown here.

```
9500 REM print v using mask u$
at column c
9510 LET z$="": LET x1=0
9515 FOR z=1 TO LEN u$
9520 IF x1 THEN LET z$=z$+"0"
9525 IF u$(z)="." THEN LET x1=1
9530 NEXT z: LET x2=LEN z$
9535 LET x1=INT ABS v: LET xp=
INT ((ABS v-x1)*10^x2)
9540 LET z$=("-" AND v<0)+STR$
x1+("."+(z$( TO n-LEN STR$ xp)+
(STR$ xp+z$))( TO n) AND x2)
9550 IF LEN z$>LEN u$ THEN LET
z$=z$(LEN z$-LEN u$+2 TO )
9555 PRINT TAB (c-LEN z$+1);z$;
9560 RETURN
```

You need to set u$ (the print mask), v (the variable to be printed) and c (the column number where it's to be printed) to use this program. If the number's too large it is truncated (from the left) to fit into the mask. For example, if you had a value of 12457.123643 in v, then the mask LET u$ = "99999.99" would print the value in v to two decimal places, so you'd end up with 12457.12.

Remember **Richard Padley**'s anagram query? Yes, I've got three more solutions for you, even more compact than the first one I included. *Please*, don't write in with any more!

First past the post was **Neil Palmer**, who also used the recursive DEF FN that I printed ages ago. As Neil points out, you could make it even shorter by combining lines 10 and 20 and lines 30 to 60.

```
10 INPUT A$:DEF FN F(N)=N*VAL
(("1" AND N<=1)+("FN F(N-1)" AND
N>1))+(N=0)
20 LET A=LEN A$: IF A>33 THEN
PRINT "SORRY, STRING TOO LONG":
STOP
30 LET B=FN F(A): PRINT B;"
COMBINATION"+("S" AND B>1)
40 PRINT'': FOR C=1 TO B: FOR
D=A-1 TO 1 STEP -1
50 IF C/FN F(A-D)=INT (C/FN F(A-
D)) THEN LET A$=A$( TO D-1)+A$(
A)+A$(D TO A-1)
60 NEXT D: PRINT C;":";A$: NEXT
C
```

Next was **Kevin Richards** from Oxford. He came up with this natty solution that uses a table to store the order in which to print the letters. A bit like last month's machine code program in fact.

```
10 INPUT w$: LET w= LEN w$
20 DIM c(w)
30 FOR f=1 TO w: LET c(f)=f-1:
NEXT f
40 LET a$=""
50 FOR f=1 TO w
60 LET a$=a$+w$(c(f)+1)
70 NEXT f
80 PRINT a$,
90 LET x=w+1
100 LET x=x-1: IF x=0 THEN GO T
9000
110 LET c(x)=c(x)+1
120 IF c(x)>=w THEN LET c(x)=0:
GO TO 100
130 FOR f=1 TO x-1
140 IF c(f)=c(x) THEN GO TO 11C
150 NEXT f: IF w<>x THEN LET x=
x+1: GO TO 130
160 GO TO 40
9000 PRINT' "Done"
```

Finally came **Gordon McIntyre** from Birkhill near Dundee. Gordon was a bit miffed 'cos his program is shorter than **Mark Orzechowski**'s program I printed in the November issue, and he didn't understand why I hadn't printed his. Simple Gordon, it didn't arrive in time! However, I've relented, as yours is very short and uses the neat function defined in line 10. Try them both, or even all four that've been printed so far and see which is the quickest. Admittedly, one is in machine code, but you might find it interesting to see just how quick machine code can be.

```
10 DEF FN F$(A$,A,N)=(A$( TO N-
1) AND N>1)+A$(A+N-1)+A$(N TO
A+N-2)+A$(A+N TO )
20 INPUT "Type in the word
please ";A$
30 LET N=1: DIM a(LEN a$): DIM
B$(LEN A$-1,LEN A$); LET B$(N)
=A$
40 GO SUB 60
50 STOP
60 REM Subroutine starts here
70 LET A(N)=1
80 IF LEN A$-N+1>2 THEN LET N=
N+1: LET B$(N)= FN F$(B$(N-1),A
(N-1),N-1): GO SUB 60: GO TO 120
90 POKE 23692,255
100 IF INKEY$<>"" THEN GO TO 100
110 PRINT FN F$(B$(N),A(N),N)
120 IF A(N)<LEN A$-N+1 THEN LET
A(N)=A(N)+1: GO TO 80
130 IF N>1 THEN LET N=N-1
140 RETURN
```

Kevin Richards also sent in a couple of changes to earlier programs. Firstly there's a modification to the Epson Screen Dump routine in the May issue to enable it to copy all 24 lines to the printer.

```
20     PIXEL  EQU   22B0H
50     Y_ADD  DEFB  191
210           LD    (IX+0),191
402           LD    A,191
404           SUB   B
```

This addition to the original works by missing out the first few bytes of the 'PIXEL — Add' routine and replaces them with lines 402 to 404.

While we're on this subject, **Mark Edgington** from Telford in Shropshire has come up with a similar way to do the same thing. He uses a Basic program to move the original code from the ROM up into RAM at 30000 and then makes the crucial POKE now that he can get at it!

```
5 LET A=30000
10 FOR F=3756 TO 3883
20 POKE A,PEEK F: LET A=A+1
30 NEXT F: POKE 30002,192
40 LOAD "" SCREEN$: PAUSE 0
50 RANDOMISE USR 30000
```

Kevin also had a dekko at the encryption routine in the August issue. He points out, quite rightly, that if the program contains any rows of spaces, the keyword can be found by anyone examining that section of the encrypted program. He suggests that the following addition will prevent this happening. Nifty, eh? Well done Kevin, keep writing.

```
455          XOR  B
```

Just add that one line and reassemble. Here's an even craftier device that makes things even more difficult to work out! Use the contents of the R register that I mentioned last month. Once you've added these lines, you might like to renumber tidily, though that won't affect the assembly or the running of the code. This bit of code really makes things uncrackable — no matter how many spaces there are! You can put any number into the A register in line 205, by the way.

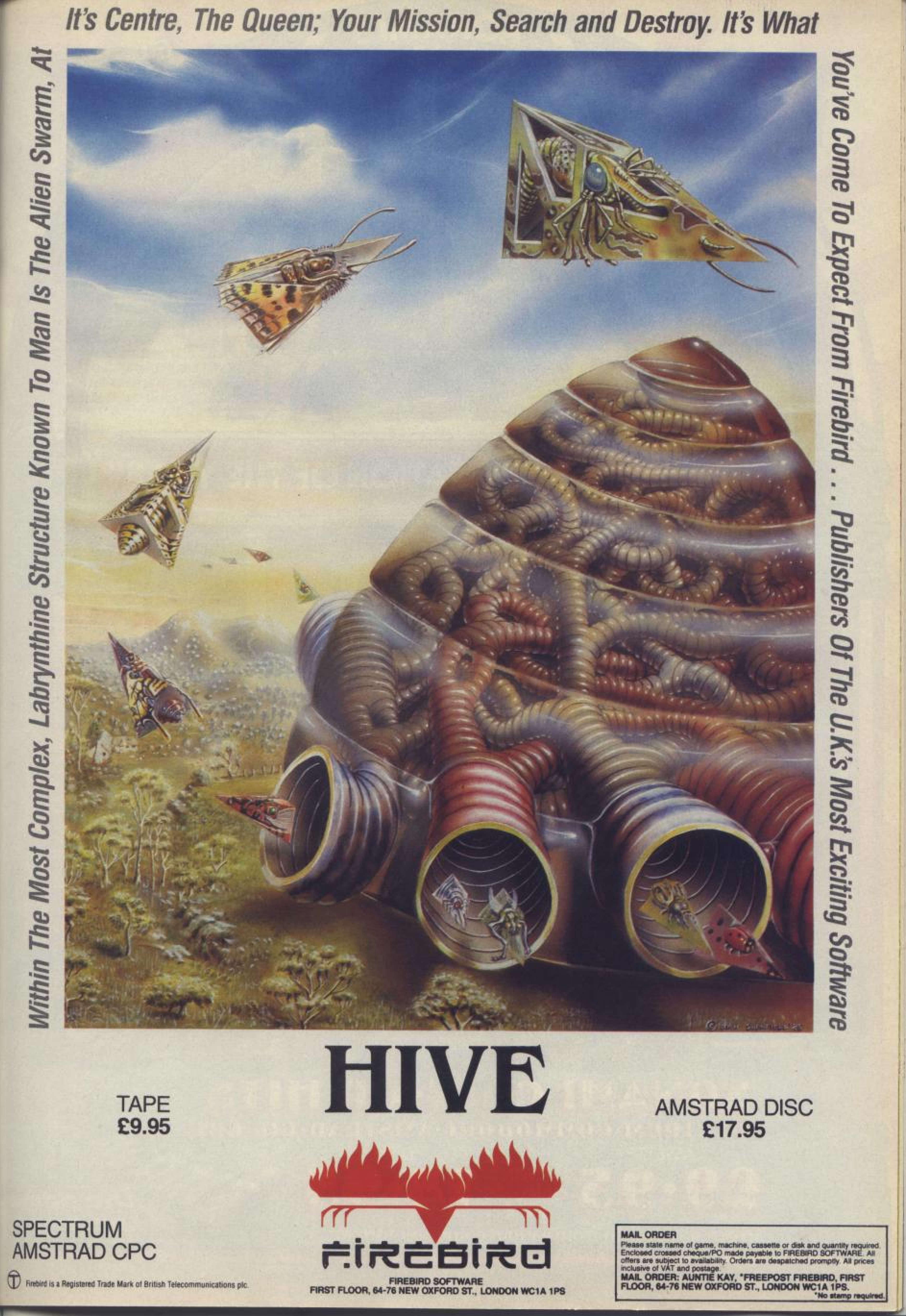
```
205          LD   A,62
206          LD   R,A
462          LD   A,R
465          XOR  (HL)
468          LD   (HL),A
```

Michael Farrell from Swords in Eire sent in this short routine to demonstrate, as he put it, 'some of the artistic capabilities of the Speccy'. You can try altering the variables printed in italics to produce different effects. Thanks Michael, it's about time we had some interestintg graphics stuff.

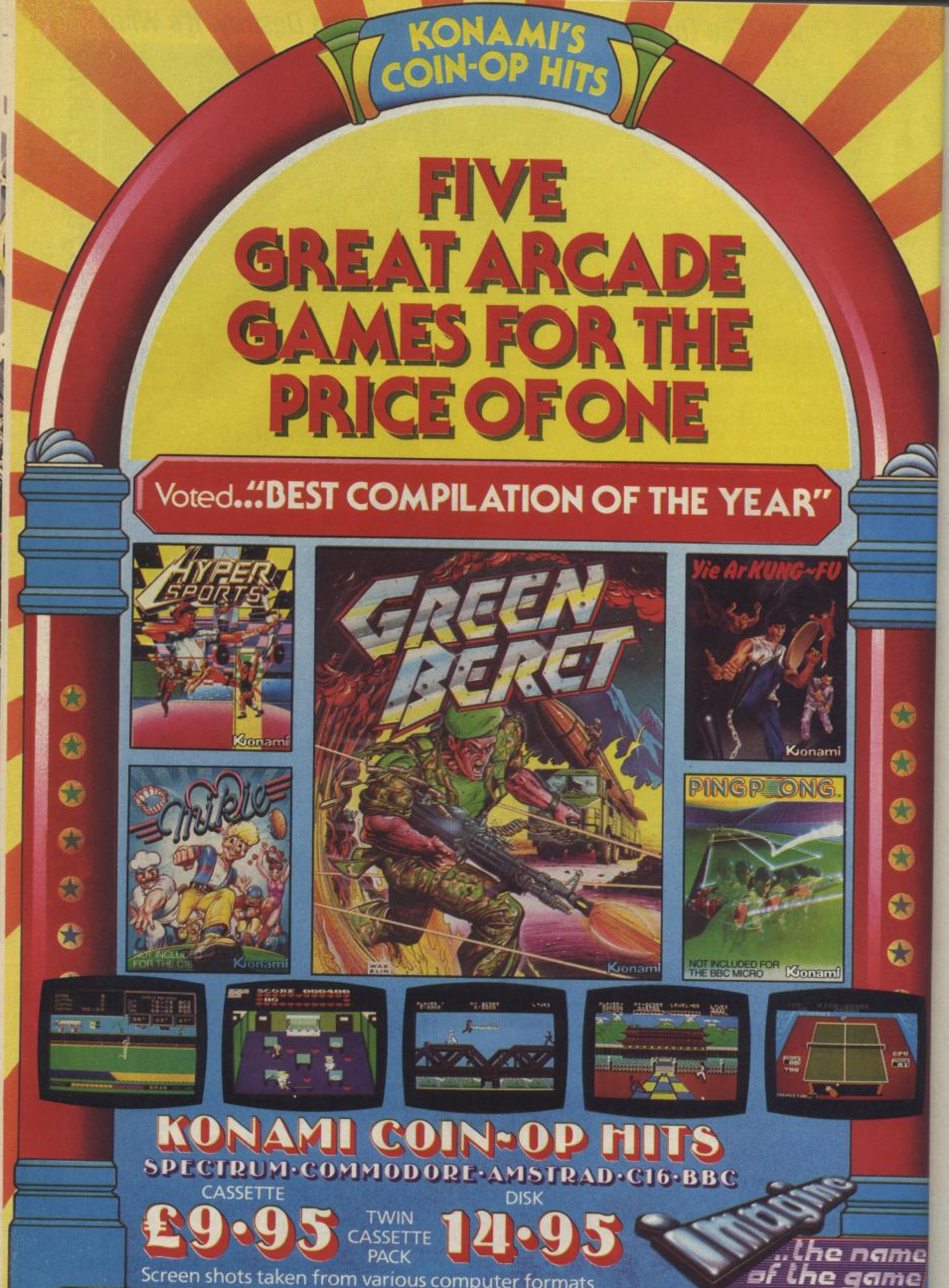
```
10 BORDER 0:PAPER 0:BRIGHT 1:CLS
20 LET K=1: FOR q=10 TO 50 STEP
10: LET K=K+1
30 BORDER K: INK K: FOR T=1 TO
120: BEEP .001,30
40 LET A=T/30*PI: LET S=40*SIN
A: BEEP.01,S: LET D=Q*COS A:
PLOT 128,87: DRAW OVER 1;S,D:
NEXT T: NEXT Q
```

Well, that's about it for this month. I hadn't realised I'd got so much in already. Don't forget to keep those routines flowing. Oh yes, one last thing. **J Barrington** wrote in asking what an assembler is! For those that don't know, an assembler's a program that'll translate all those mnemonics like LD A,H into the numbers understood by the processor when it's run. If it's any good, it'll also calculate the size of jumps and allow you to use names instead of numbers. Absolutely invaluable if you want to learn to use machine code.

Bye all! See you next month. Hope you had a nice Christmas with lots of triffic goodies for your Speccy.



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YOUR SINCLAIR FANZINE OF THE YEAR

Spectacular! There's no other word to describe your response to the Fanzine Of The Year Compo that we're running with Domark. So far we've received around fifty different entries, all of them entertaining, some better produced than others and one or two having absolutely nothing to do with computers whatsoever. If you were one of the entrants, don't be discouraged. We'll be picking a new winner each month from now on. And if you haven't got round to sending in your mag, or you've only just started putting it together, now's the time to rush us a copy.

There are fanzines in the foyer, fanzines on the floor, there are fanzines in the loo and fanzines by the door. We've read loads of fanzines and we want to read some more. This month sees the first winner in the *YS*/Domark Fanzine Of The Year Compo.

The best fanzine each month will win for its publishers a £50 cheque from Domark and a framed certificate. Not forgetting all the publicity in *YS* and the inevitable increase in circulation that'll follow! Then later on in the year, we'll be choosing an overall winner and inviting the team that produces the fanzine to write a feature for *YS*. (*The runners up will have to write two features! Ed*).

So, what are you waiting for? You've got a magazine to produce!

Spectacular! That's the name of this month's winning fanzine, the first in our Fanzine Of The Year Compo. And you can see here what an incredibly well written, well produced publication it is. There's also a good balance in the mag between news, reviews, hardware features, hints'n'tips and programming. It's also good to see a fanzine about the Speccy that's written and designed using the machine. Let Spectacular's eds, Jonathan Davies and Nat Pryce fill you in on the background to their mag.

"Spectacular comes out approximately once every two months. We've been going for about a year now and the mag has almost doubled in size since issue 1. The whole thing is produced on Ye Olde Spectrum, a clapped out Alphacom 32, the school photocopier (at 2p a sheet – shriek!) and a home made typesetting program called *Megaword* (copies available on request). Screen shots are made with the help of the unbeatable Multiface 1.

The main problems we face at the moment are the cost of duplicating the thing (profits are about 5p a copy), the lack of software to review owing to the suspicious nature of software houses and the difficulty of getting publicity."

If you'd like your own copy of Spectacular, write to Spectacular Magazine, 28 Claremont Road, Bishopston, Bristol BS7 8DH. Owing to increased production costs, it'll set you back 35p an issue plus a postage stamp. A good read!



Meet the big Eds. Here are Jonathan Davies and Nat "The Prat" Price putting together the next issue of Spectacular in the style pioneered by *YS*. Perhaps they'll put the 50 quid winnings into acquiring a little more office space or a joystick transplant.



A good strong front cover on *Dragon's Lair* that's eye catching enough to overcome the problems of printing in black and white. Perhaps it would've been an idea to put a bit more info on the cover (cover lines) that let potential readers know what's inside. And how about two staples next time?



And so to the review pages. The headings are strong and there's a good balance to the page. The flag at the top (On Spec) is an especially nice touch. The rating system, with the addition of Sound, is very similar to *YS*'s – but then that's no bad thing! And best of all, the reviews are well written, fair and informative.



A *Soul Of A Robot* map? We haven't had one in *YS* yet! And you can be sure it's right or Jonathan and Nat wouldn't have printed the POKEs to the game at the bottom of the page. The cartoon character, called Botch, also has his own strip elsewhere in the mag.

F YS ADVE



I know lots of you like writing adventures, and in greater numbers than ever before, thanks to *The Quill* and *GAC*. I've already mentioned the *Adventure Contact* magazine published by **Pat Winstanley** at 13 Hollington Way, Wigan, WN3 6LS, but I've no apologies for plugging it again, as the latest issue has just arrived and it confirms my belief that here's a magazine that budding adventure writers ought to be reading. Among many interesting items in its 40 pages is an article on how to incorporate multiple GET and DROP commands in a *GAC* adventure by one **Stuart Slicer**. What's the betting he got nicknamed 'Bacon' at school? (*I certainly wouldn't put money on it! Ed*).

From the same source comes a new publication called *Adventure Shop*, which attempts to bring to the attention of adventurers those lesser-known games and utilities that are hard to find in the shops. Complete with prices and addresses, it's a collection of advertisements, and it also acts as a place where you can advertise your own games in the hope of making a few quid. Another enterprising idea from Wigan, where you should write for your copy and details on advertising rates.

Adventure Contact includes a series of articles on writing adventures in Basic, but that's not good enough for **Trevor White** of Walsall who wants me to give a clue or two on producing adventures in machine code. All I can say is ECNAHC ON! I'm in no way a programmer, but anyone who can offer help to Trevor, or recommend a good book he might try, should contact him at 21 Spring Walk, Walsall, West Midlands WS2 8UF.

Several questions on *The Price Of Magik* from **Guy Rimmer**, 190 Bath Road, Worcester WR5 3ER, like what to do with the snow in the cold store (TI ENIMAXE), how to get into the storeroom with the lever (SLENAP HSUP DNA REVEL LLUP), what use are the pictures and tapestry (SGNIHT NRAEL OT MEHT EKAW) and how to get past the door that's locked from the other side (REDRO THGIR NI MOB DNA PYH PSE ESU). Guy is foxed on *Witch's Cauldron*, too, and wants to know how to get out of the first room. I can't help him on that — can you?

Tam Coulter of Alloa is asking for codes, and in return I'll apologise for calling him Jam in an earlier issue. I Hartley noticed. The codes required are in *Colditz*, and in order to code the codes I'll tell you that one is the answer to 2 x 1607, and the other to 7 x 253.

Andrew Innes wants to know how to find Jones in *Sherlock*, and how to prove to Lestrade that Brown killed herself. Andrew's also formed a software company with friends Jason Pritchard and Steven Williams, and they've named themselves Magick Realm Games. Pretty good, eh? They say if they can't find a publisher within a month for their first graphic adventure, *School Capers*, they'll publish it themselves. I'd give it more than a month, Andrew, but good luck if you do go ahead. Andrew can be contacted at 7 Ffordd Llifon, Llangefni, Anglesey, N Wales LL77 7PA.

Calling **B Gray** of Durham, Calling B Gray of Durham... you should hear what they're calling B Gray of Durham. He's being paged by **Toby Blake** (see address elsewhere) who wants to make contact.

And now complaints about my Colossal Clues, from **K G Mew** of 4 Ryelands, Shrewsbury, Shropshire SY3 9BZ, the complaint being that when he or she went to Krank's Hall in *Valhalla* to search for the chest containing Ofnir, the place was chestless and the only cupboard there was bare. My defence is that I was acting on information provided by one of my spies, who has since been taken out and shot. Ofnir, in fact, is in the chest to the north-west of Krank's Hall, though you can't go that way while Krank is present in the Hall. First you'll have to defeat him somehow (if you can't persuade him to leave) and when you find the chest you'll need a strong-arm assistant with a key to help you open it. Apologies all round on that one. Anything more complicated than Noggin the Nog and I get confused.

Graham Gudgin lives in sunny Luton in the county of Bedfordshire, at 5 Croxton Close to be precise, but is more usually found wandering the hillsides around St Brides School. Can he cross the river east of here, he wants to know? And how can he escape from the cell when arrested for indecent exposure? How can he obtain the Victorian dress, and would this help cover his predicament? (These readers ask the strangest questions!)

Nick Quinn of Widnes is also looking for something, namely a drink in *Denis Through The Drinking Glass*. What a potty question, with an equally potty answer. And when you've found it make sure you continue to drink every nine or ten moves or the consequences could be disastrous — sobriety!

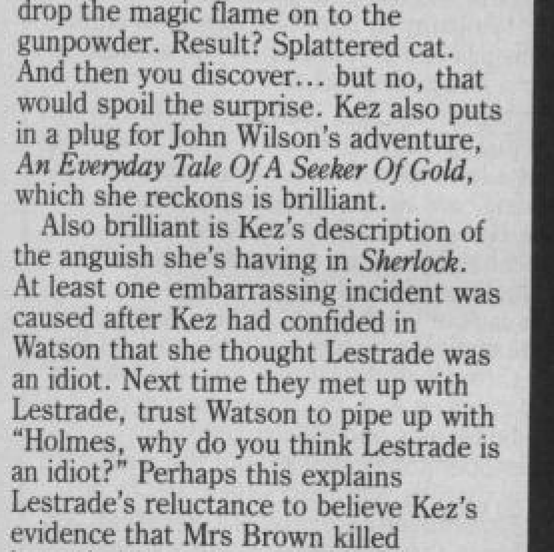
Did you realise this is the Month of the Mapp? No? Hardly surprising as I've only just made it up. The reason for this is the umpteen letters I've had this month from **Ricardo Mapp** covering so many different things that it looks like he'll be appearing in virtually every section. Here's his tips

NTURES...

on *Moron* — when you're in the escape room you should say, SOME SPECTRUM, and in the location where the exit isn't obvious, say OBSCURE. Pretty obscure input commands those, I think you'll agree, and thanks to Ricardo for letting us know about them. He's still struggling trying to find the third pillar in *Moron* so would welcome any help at... oh, you'll find his address somewhere if you look.

Krazy Kez Gray, whose kartoon — sorry, whose cartoon work you should be seeing more of in these pages soon, writes to say that she's at last got past the cat in *Finders Keepers*, and as this is an oft-repeated (poetic, hem-hem) question, here's the solution. Get the charcoal, sulphur and magic flame. Drop the charcoal and sulphur next to the saltpetre, which is already next to the cat. This makes gunpowder. Then drop the magic flame on to the gunpowder. Result? Splattered cat. And then you discover... but no, that would spoil the surprise. Kez also puts in a plug for John Wilson's adventure, *An Everyday Tale Of A Seeker Of Gold*, which she reckons is brilliant.

Also brilliant is Kez's description of the anguish she's having in *Sherlock*. At least one embarrassing incident was caused after Kez had confided in Watson that she thought Lestrade was an idiot. Next time they met up with Lestrade, trust Watson to pipe up with "Holmes, why do you think Lestrade is an idiot?" Perhaps this explains Lestrade's reluctance to believe Kez's evidence that Mrs Brown killed herself. After going through all the evidence of gunpowder wounds and so on, Lestrade remained unconvinced. So Kez went away, picked up Mrs Brown's body, and dumped it at Lestrade's feet. The inspector examined the corpse carefully and declared that he still didn't believe it. That definitely gave me my laugh of the month.



● **Whoopee! That's what I thought, ripping open the jiffy bag with the distinctive Rainbird logo on it. What has it released now? *Silicon Dreams*! Terrific. But wait a mo' . . . hang on . . . this is a bit light, I thought. SHAKE BOX. Nothing. Seemed a bit pricey at £14.95 for an empty box, but 10/10 for presentation. It was definitely a very nice box. The instructions were a bit lacking, so I tried HIT BOX, ATTACK BOX, WAVE BOX and so on. Naturally it didn't take an experienced adventurer like me too long to realise what the solution was; XOB NEPO. I went inside, and have to report that it was very white in there. I came out again — only two locations, hmmm. LOOK. Ah-ha, a bit of paper which said something about a new language interpreter, an 1800-word vocabulary, over 600 illustrations and over 13 million locations. What??!! GET SMELLING SALTS, GET 18 BIROS, GET ROLL OF WALLPAPER, GET OXFORD ENGLISH DICTIONARY . . .**

● Melbourne House has announced that it's about to release *Kwah!*, which, you'll be astounded to hear, is the follow-up to *Redhawk*, in which mild-mannered Kevin Oliver only has to utter the magic word Kwah! to be transformed into a mega-super-hero beyond belief. The original cartoon caper doesn't seem to have been all that popular, if the mailbag is anything to go by, so what will be the fate of *Kwah!?* And will it release a follow-up to *Kwah!* in which Kevin is transformed into a hotel waiter by uttering the magic word Que?



● **Ian Andrew of Incentive rang to let me know he's just despatched the prizes in our Great *GAC* Compo, so all you winners should be gacking away by now. Let me and/or Ian see the results, won't you? While we were chatting, I asked Ian what secrets about new products could he tell me that I could pass on exclusively to you? He told me that Incentive will be bringing out a booklet of about 50 pages or so to be called something along the lines of *The GAC Adventure Guide*. The price hadn't been set, but Incentive were hoping to keep it to under £2.**

The booklet should tell you how to get the best out of your *GAC*, and will no doubt delight all those readers who've written to me asking how they achieve certain effects with the *GAC*. Plenty of people have been writing to Incentive, too, and they've taken your views into account in compiling the guide. It's been written by

NEWS

Venture forth with Mike Gerrard

several people, including a couple of sections by Pat Winstanley, and others by John Gwinnell, Tim Walsha and Simon Lipscombe, those last two being the authors of *Winter Wonderland*, so you can see their adventure to check if they know what they're talking about. There are chapters on how to write a good adventure; multiple loading techniques; what is a condition; markers and counters; advanced use of conditions; advanced commands; general hints on text and graphics; diagnostics; how to get the most out of each different machine version of *GAC* and a list of adventure clubs and magazines. Has to be worth the money.

● Also from Incentive, more news on the first of its own adventure releases written using *GAC* and published on the specially created Medallion label. First out by a short head is *The Legend Of Apache Gold*, which should be out by the time you read this. No prizes for guessing what you're hunting for, as you struggle through this game, starting in the famous old western town of Skintsville. Your name is Warme, Luke Warme, the latest in heroic puns from author Peter Torrance, whose name should be familiar from *Subsunk*, *Seabase Delta* and *Spy Trek*. Inbetween you and the gold are deserts to cross, rapids to shoot and mysterious Indian powers to overcome. One point in your favour — eternal life! Yep, you never die in this adventure.

Also out at the same time is *Winter Wonderland*, set in the Himalayas, and here your aim is to find a lost civilisation that apparently runs in parallel to our own. Sounds pretty spooky to me, possums. But that's what you get for studying Anthropology and having a desire to become famous. Both games are priced at £7.95.

● After the release of *GAC*, Gilsoft strikes back! Its first move was to reduce prices on *The Quill* and *The Illustrator* to £8.95 each, or £16.95 for both together. Now it's brought out the latest add-on to those still addicted to *The Quill*. Called *The Press* and retailing at £6.95, it's really the next stop on from *The Patch* and incorporates some of the facilities available from that utility. In addition to pictures on/off, RAM save/load, alternate type faces and machine code sound effects, *The Press* will provide you with text compression of up to 50 per cent, it's claimed, as well as allowing for split-screen text and pictures when used with *The Illustrator*. There's also a database expander that gives you the chance to reclaim for your own text-only adventures some of the space occupied by *The Quill* itself.

Also said to be almost finished is *The Professional Adventure Writer*, at a price not a million miles removed from that of the *GAC* — £22.95. This sounds like a beefed-up *Quill*, giving a more impressive parser, of the type familiar from some Delta 4 games, and the ability to create extra characters with some rudimentary form of artificial intelligence . . . traffic wardens, magazine editors, that kind of thing.



● Out at long long last is the latest dossier from the Adventurers Club Ltd, which is endeavouring to get back on the right tracks after its silent summer. Pete Austin is evidently prepared to give them the benefit of the doubt, and he resumes the mantle of Honorary President with a column in which he gives his pet hates on adventure games. Also featured is the news that ACL can now be contacted by modem owners, a complete solution to *Adventureland*, the first of a regular column by adventure expert Hugh Walker and an up-date on adventures released during ACL's impersonation of the Invisible Man.

NEWS

THE ARCHERS

Not so much a program, more a way of country life, or perhaps a course in scriptwriting in this Level 9/Mosaic joint venture which follows the success last Christmas of the similarly styled *Adrian Mole*. After a quick burst of that well-known theme tune, you're straight into the multi-choice game. A few more instructions wouldn't go amiss, as although the cassette inlay is choc-a-bloc with them, nowhere are you told that you can type in commands like HELP and SCORE if you can break out of the 1/2/3 multiple-choice options (I only discovered it by typing in a nonsense input.)

SCORE in this game, where you're a trainee scriptwriter, means increasing the audience figures by a substantial amount through the decisions you make as to how the storyline should go. First of the four characters you control is Jack Woolley, owner of the Grey Gables estate amongst other things — but if you're not familiar with the Ambridge characters, don't worry. The inlay gives you potted biographies, these being essential reading if you hope to succeed. You have to make them act in character to a reasonable degree, otherwise your die-hard listeners will complain about the lack of reality and start switching off their sets.

What you're given with each character is about six or eight overlapping stories, and you've got to get the most out of them. Like Jack Woolley's trouble with the poachers. Having heard from Detective Inspector Barry that a gang of ferocious poachers is operating around Ambridge and has already raided Netherbourn Park, do you (1) Patrol the woods with your faithful dog, Captain? (2) Get your gamekeeper, Tom, to patrol? or (3) offer sympathy to Lord Netherbourn? And if you're patrolling the woods and hear a cry, do you assume it's a vixen, an owl or a ferocious poacher?

Other stories revolving around Jack include worrying about his own ill-health, or that of Captain, or what to do about the shop that's running at a loss. The stories, which run in a different order each time, are also interrupted by memos from the Controller of Radio 4, or CR4 to his chums. These tell you how your listening figures are doing, and also pass on complaints from the likes of Nigel Pargetter fans complaining about his lack of involvement in the programme. If you can increase the audience by a respectable amount by the time you've been through all the stories, you can load up the next program and carry on with the other characters: Elizabeth Archer, Eddie Grundy and Nelson Gabriel.

The graphics are disappointingly chunky, but the main problem of the game is that it's very, very repetitive. In fact sometimes, like *The Archers* itself, it has a built-in repeat. My response? Like listening to the radio show — once is fine, a repeat you can take for the bits you missed, but repeated repeats are for registered addicts only.

FAX BOX

Title	The Archers
Publisher	Mosaic
Price	£9.95

Graphics	■■■■■□□□□□	5
Text	■■■■■■□□□□	
Value for Money	■■■■□□□□□□	
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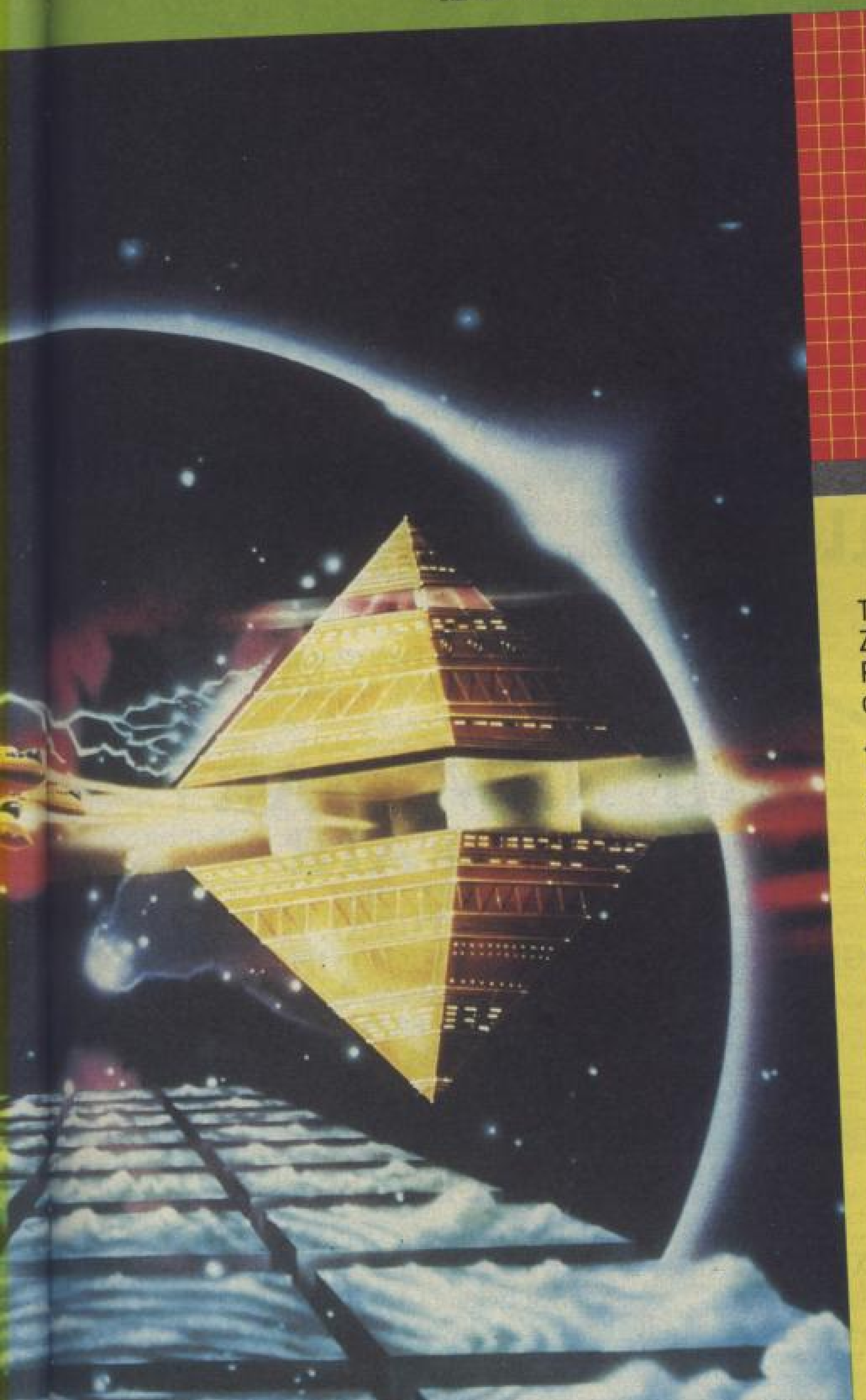
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ADVENTURERS INTERNATIONAL

Yet another batch of letters with pretty stamps on them, starting with **Takis Kaneldopoulos** of Megistis 44 Kipsel, Athens, Greece, who kindly sent a complete solution of *The NeverEnding Story.* Though I already had one, I was able to pass on Takis' solution to an English reader who wrote asking for a solution to this game in the very same post. Uncanny, ain't it? Sends a shiver up your doobrie.

Doobries are probably shivering all over Sweden at the moment, but **Fredrik Bjarfors** always has his Speccy to keep him warm. Fredrik's stuck in *Valkyrie 17,* wondering how to reach the diamond and also how to get to the top floor of Drakenfeld without being killed. For the first you RORRIM TRESNI then LATSEDEP EKAHS, and for the second EMIT YREVE DELLIK TEG OUY. And what about Thorn in *Fourth Protocol?* MIH TEGROF.

Down the road in Denmark is **Nikolai S. Christensen** who asks for a route through Moria in *Lord Of The Rings,* as the last one I printed just ended in a bare room, according to Nikolai. I won't say where I got that route from (just make a casual glance in the Rochdale direction), but a slightly different suggestion comes from **James Elliott**. He says (printing it forwards): up-e-e-e-d-d-w-d-s-d.

Stuck in the Caribbean is a Belgian reader named **Pirotte Eddy**, his only complaint being that it's the Caribbean in *Eureka* and not the real thing. Questions are: how to get into the plane; how to get through the wooden door; what's the code on the numeric pad; how to get past the bridge without falling through? Answers to Pirotte Eddy, Zavelstraat 13, B-3520 Zonhoven, Belgium. He also offers help on *Lord Of The Rings, Hobbit, The NeverEnding Story* and the first four parts of *Eureka.*

International adventurer of the month has to be **A. Gromow**, who lives in Brazil and is struggling with the Norse myths of *Valhalla,* a game he bought in Germany! After finding Ofnir and Drapnir, he can get no further. Any help welcomed at Rua Cristiano Viana 1089 ap 93, 05411 Sao Paulo/SP, Brazil.

KIND SOULS

Showing the *Kind Soul* spirit in abundance is **Jon 'ZX Zapper' Rose**, of 14 Lion Road, Nyetimber, Bognor Regis, West Sussex PO21 3JZ. (One thing about writing the adventure column, you discover some interesting names of places you never knew existed.) Jon thanked me for some tips I'd sent him, then goes on to say "I am writing to you because I feel that we adventurers shouldn't take without giving. So I can offer help on the following adventures and er . . . um . . . arcade adventures. People who want tips should send me an sae with their problems. I would however like to ask that people write with specific problems. Since I first started helping people with the old 'Software Farm Software Club' and the 'Mr Software Club' (both now sadly RIP), I've had many letters which ask things like 'Can I have help with *The Hobbit*' or 'Can I have tips on *Spellbound*'. As I'm sure you realise, this can be most frustrating to answer."

I realise that all too well, and my own response is usually to write back asking the reader to state specific problems, so don't waste a letter when writing to me, Jon or anyone else, and be as specific as you can about where you're stuck and what you want to know. Even if you just list the objects you've found and what you've managed to do with them, that can help someone make suggestions as to what you should be doing next.

I'll include Jon's complete list of solved adventures and arcade-adventures, and I'm including the intruders because many people do ask me about them so while I don't deal with them myself, I don't mind putting solvers and strugglers in touch with each other on these games where I can. Contact Jon then, for (takes deep breath and switches on his italics) *The Hobbit, Morden's Quest, Robin Of Sherlock, Twin Kingdom Valley, Lord Of The Rings, Very Big Cave Adventure, Marie Celeste, Planet Of Death, Ship Of Doom, NeverEnding Story, Valhalla, Lords Of Midnight, Ashkeron, Crusoe* (who he?), *Astroclone, Avalon, Dragontorc, Knightlore, Sabre Wulf, Underwurlde, Alien 8, Nightshade, Cyberun, Gunfright, Pentagram, Atic Atac, Movie, Alcherust, Pi-in-ere, Pyjamarama, Everyone's A Wally, Herbert's Dummy Run, Three Weeks In Paradise, Chuckie Egg II, Tir Na Nog, Marsport, Finders Keepers, Spellbound, Knight Tyme, Starquake* and *Sweevo's World.* Jon's also finished lots of arcade games, and an sae will secure a list of those too. No maps are on offer, as he says his artistic talent leaves much to be desired. And his game-solving talent leaves much to be envied, that's for sure.

Chas Shaw of 62 Glyn Collen, Pentwyn, Cardiff CF2 7ES offers to help anyone out, regardless of race, sex or inside leg measurement, on *Planet Of Death, Inca Curse, Ship Of Doom, Espionage Island, Urban Upstart, Mafia Contract, The Hobbit, Gremlins,* and *Bored Of The Rings.*

Toby Blake is a *Kind Soul* on *Seabase Delta, The Hobbit, Holy Grail, The Helm, Planet Of Death, Inca Curse, The Thompson Twins* and *Hampstead.* Toby lives at 25 Holm Park, Inverness, Scotland IV2 4XT, and also needs new members for his adventure club, Helping Hand.

Pat Winstanley of 13 Hollington Way, Wigan WN3 6LS tells readers not to hesitate in contacting her for help on the writing of adventurers, and her friend **Sandra Sharkey** for help in playing them. Sandra lives at 78 Merton Road, Wigan WN3 6AT. No list of titles, but name it and the Wizards of Wigan have solved it. (I know that women shouldn't be Wizards, but I didn't think they'd appreciate the alternative.)

Finally, just as I was about to start charging him rent for his appearances in the *Lost Souls* section, **Ricardo Mapp** has decided to move and remind readers that he does actually solve adventures as well, like: *Adventureland, Planet Of Death, Camelot, Time Machine, Hobbit, The Island, El Dorado, Message From Andromeda, Mafia Contract I* and *II, Motorcycle Crazy, Shrewsbury Key, The Helm, Magic Mountain, Inca Curse, Holy Grail, Hampstead, Golden Apple, Crystal Frog, Rifts Of Time, Subsunk, Zacaron Mystery, Velnor's Lair, The Castle, Staff Of Zaranol, Temple Terror, Knight's Quest, Ship Of Doom, Invincible Island, Se-Kaa Of Assiah, Sinbad And The Golden Ship, Seabase Delta, Marie Celeste* and something with the unlikely name of *Randy Warner And The Aztec Idol.* Ricardo's abode is 10 Chaffinch Drive, Chelmsley Wood, Birmingham B36 0QH. In fact he's making a bid to get a mention in every section this month — but can he qualify as an *Adventurer International* on the grounds that Birmingham's a foreign country to anyone who doesn't live there?

LOST SOULS

As often happens, some readers are *Kind* and *Lost* at one and the same time, and if you want to help any of these confused creatures their addresses can be found in the *Kind Souls* section.

F'rinstance, **Toby Blake**, who needs help of any kind on *Se-Kaa Of Assiah* and *The Master Of Magic.* And **Ricardo Mapp**, who wants to hear from anyone who's completed *Claws Of Despair* or *Journey To The Centre Of Eddie Smith's Head.* Anyone who's made it into Eddie's head, contact Ricardo, and contact me as well because no-one seems to have got there yet.

Scott Steffen says he badly needs help on *Sorceror Of Claymorgue Castle,* and he can be contacted at Lenthall House, Burford, Oxon OX8 4PL. **Paul Collingwood**'s finding it tough going on *Denis Through The Drinking Glass* and *Jewels Of Babylon,* and asks for any help at all to be sent to him at 72 Windsor Road, Thornton Heath, Surrey CR4 8HF.

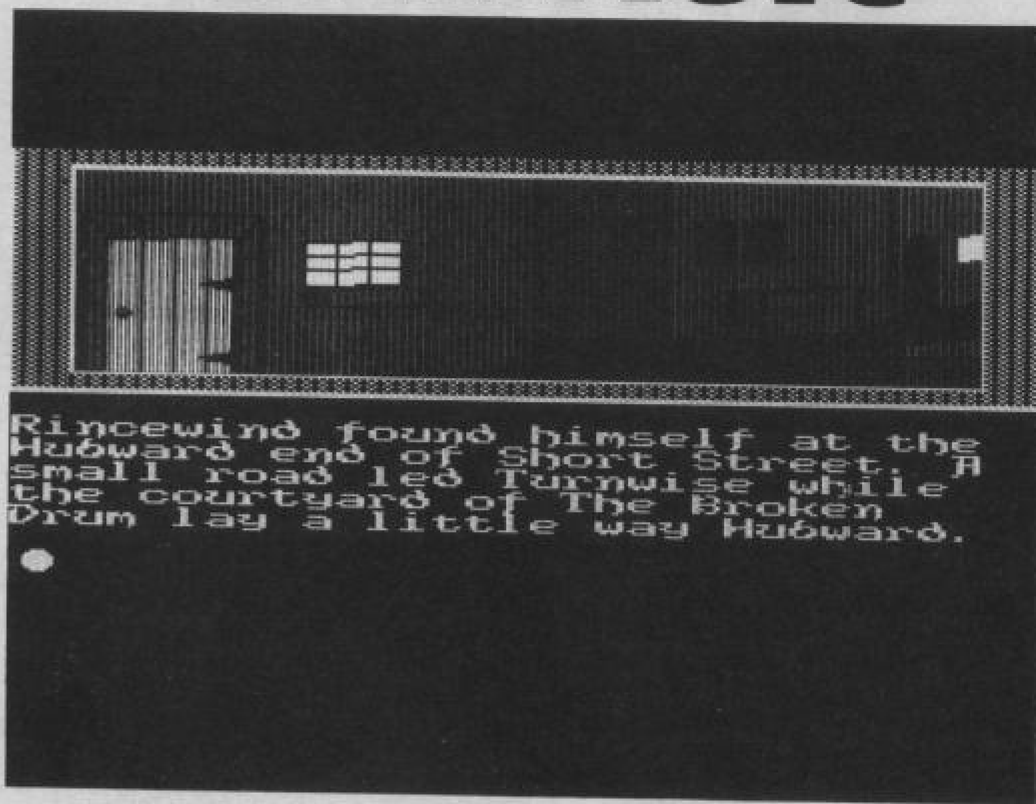
Now how many bald women do you see? I ask that question because one of our readers is in danger of becoming just that. Keep your hair on **Marion Duffy** of 59 Albert Street, Newark, Notts! The cure for Mrs Duffy's affliction? She'll stop tearing her hair out if someone can tell her son, Mark, how to get out of the well in *Three Weeks In Paradise,* which has obviously caused several weeks of frustration at Duffy Towers. Marion also asks if anyone knows any helpful POKEs for *Monty On The Run* (Come on, Ed, it's sort-of an adventure). And finally she says "I don't know how many Mums buy your magazine, but here's one who reads it from cover to cover every month." I should hope you do — and Mark's obviously no fool, getting his mum to buy *YS* for him.

Robert Oliver's stuck in a game I reviewed not too long ago, *Murder Hunt* from Bodkin Software, and he wonders how to untie the miller and speak to him? Robert's address appears to be Spong Farm, Cralfield, Halesworth, Suffolk IP19 0DP (these Suffolk people even write with an accent you can't understand!)

Good clear writing from **Scott Nelson**, 60 Wood Crescent, Motherwell, Lanarkshire, Scotland ML1 1HW, and good clear questons, too. How to get to Vincetti's office in *Mafia Contract,* how to save Howard the scientist in *The Rats,* is it possible to take a picture on the wine trip in *Terrormolinos,* what to do with Jared in *Moonshadow,* how to quench your thirst in *Journey To The Centre Of Eddie Smith's Head?*

More straight questions from **Gary Gray**, 12 Yarrow Avenue, Maghull, Merseyside. How to stop getting lost in the maze in *NeverEnding Story,* how to get the key from the lake down the pothole in *Smuggler's Cove,* where to find the bubble gum and the pen in *Seabase Delta,* how to get the plates from the mailbox in *Gremlins?* Gary, like several readers, asks what happened to my promised 'proper' solution to *Quest For The Holy Grail,* which didn't appear on schedule. My own theory is that the Ed bit too viciously into his Big Mac one day, covered the solution in ketchup, and has been too upset to tell me about it. Either that or it looked so delicious he ate it. Either way, for those who are still aching for the solution send an sae as I've now added *Holy Grail* to my list of freebies.

THE COLOUR OF MAGIC

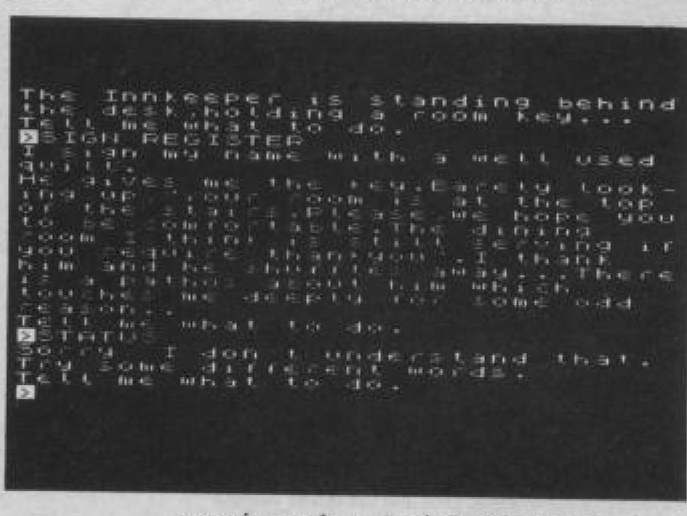


The adventure takes place on Discworld. Sounds like a groovy record shop down the high street, eh? Well, you're wrong. Discworld is a world very similar to our own, except that it's almost completely different. It's actually the shape of a disc for one thing (Flat Earth Society, eh?) and it rotates, though whether at 33 or 45 rpm I don't know. It does mean, though, that directions for travel are rather unusual, being Hubward, Rimward, Turnwise and Widdershins, or H, R, T and W for short. Discworld is supported by four gargantuan elephants who're hitching a ride through the infinite vastness of space on the back of a turtle named Great A'Tuin. The academic theory is that Great A'Tuin has come from nowhere and will spend the rest of infinity going there. An alternative theory is that A'Tuin and all the other stars in the skies (also all on the backs of giant turtles) are crawling from The Birthplace to The Time of Mating, where much passion will occur in creating new turtles to carry new worlds. This is known as the Big Bang Theory!

Rincewind, the hero, is a wizard, and an unlucky one at that. He can't learn any new spells because when he began his training one of the eight spells of The Octavo became hopelessly lodged in his brain, leaving no room for any more. If he lived in another book he would undoubtedly be thought to have a Babel

DRACULA

Hooray, I thought, appropriately ripping open the package with my teeth, here's the finished version of *Dracula* at last, and not too long after the scheduled release date of Halloween. But what's this? Pre-release cassettes inside . . . and



covering only two of the three parts in this adventure. Oh well, let's take a look at what we've got.

The first part deals with your final stopping-off point, The Golden Krone Hotel, before you make your way to Castle Dracula. You step down from your coach and try to enter the hotel, only to have the coachman stop you and demand his fare. Reasonable enough, though typing I for Inventory informs you that you have nothing with you at all, so this could prove a tricky encounter. Despite the lack of funds, you can simply PAY COACHMAN and make your way into the hotel, where you proceed to do lots of exciting things like registering. A quick trip upstairs to your room, have a LOOK AROUND and then it's down to the dining room for a meal before turning in for the night. Your success in part one is dictated entirely by what you eat and drink at this point, choosing from three options for each, so it's just a case of trial and error, which seems rather unadventurous to me.

Upstairs you fall asleep, and various things happen according to what you've eaten and drunk. Eventually you'll hit on the right combination and find yourself able to go outside the hotel and type WAIT several times till a coach turns up to take you to Castle Dracula (and without paying your bill, too, so presumably you used up all your non-existent money on the coachman first time around). The only thing that's needed to complete the six locations of part one is to give the coachman your name. It's here you realise that you're not told this anywhere, so unless you've got a copy of the original Bram Stoker book to hand you'll have to play through part one again till you reach the point where it's possible to find out your own name.

Part Two is called 'Arrival', and according to the cassette cover this provides an eventful coach journey before your imprisonment by Count Dracula himself. My coach journey was totally uneventful. Typing LOOK AROUND revealed that a woman was sitting opposite me — just as well I looked, otherwise I'd never have noticed her. Not that this did me much good, as after about ten minutes of inputs all I'd managed to do was extract a smile from the woman. All the while this was going on the coach plodded quite unconvincingly nearer its destination, and never quite got there. Boredom set in.

Part Three apparently switches the story to a friend of the hero's in England, a Doctor Seward, whose investigations should help release Dracula's prisoner. I'll review that part when it arrives.

Final verdict? Impressive use of lengthy sections of text, but ultimately an adventure that promises much more than it actually delivers.

Graphics	■■■■■□□□□□
Text	■■■■■■□□□□
Value for Money	■■■■■■■□□□
Personal Rating	■■■■■■□□□□

6

FAX BOX

Title	Dracula
Publisher	CRL
Price	£7.95

Fish in his ear as well, as he's an excellent translator, and another virtue is his virtual indestructibility. He lives in the city of Ankh Morpork on Discworld.

This four-part adventure begins with Rincewind sitting in a dark corner of the Broken Drum (the pub you can't beat). Rincewind's flat broke and the beer's just flat. Enter Blind Hugh followed by a four-eyed creature, which in turn is followed by a wooden chest trotting in on hundreds of tiny feet. The creature is Twoflower, a tourist, and the chest is his luggage. A certain confusion arises when Twoflower tries to speak, his language being straight out of a phrasebook. Naturally you step in and offer your services, though the landlord tells you the Discworld equivalent of 'Bog off!' Persevere, though, adventure players, as this is where the story really starts.

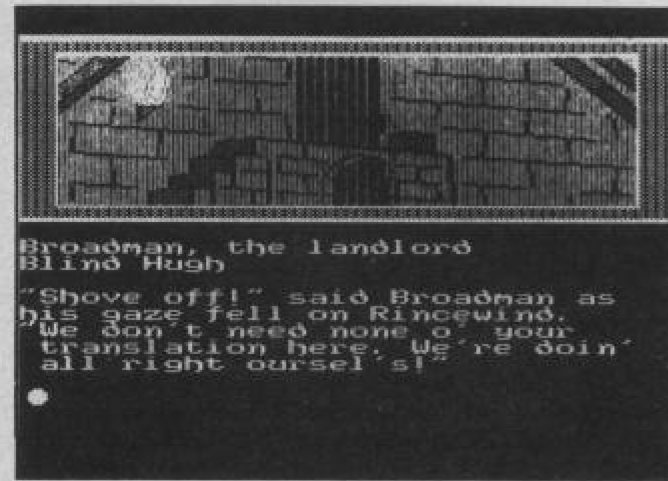
As this adaptation of Terry Pratchett's fantasy novel has been done for Piranha/Macmillan by Delta 4, you can imagine the results. The combination of Judith Child, Fergus McNeill and Colin Buckett has come up with an adventure that's probably one of the closest I've seen to being truly interactive fiction rather than just problem-solving. I admit to disliking the game the first time I played it, as nothing much seemed to happen, although it did give me a chance to map out Ankh Morpork. On loading it up a second time, however, the story really began to take off. All you know to begin with is that you're acting as a tourist guide to Twoflower — unless you've read the book, of course.

While acting as guide, you get confronted by one of the Ankh Morpork nasties, who kidnaps Twoflower, and it's up to you to get him back. Questioning someone provides you with some information, and after a rescue operation in which the luggage proves that it's not just along for the walk, you go on to discover that the landlord seems to be about to set fire to the Broken Drum.

You can load up the later three parts whenever you like, but you'll need a previously saved game in each case, and if you haven't progressed far enough you might find yourself in fairly unusual and useless circumstances later on. Part Two dumps you in an Ankh Morpork that's seemingly being burnt to the ground — looks like there's a lot of arson about.

Lots of the Delta 4 humour comes through, and I'd be interested to see how much is from the original book and how much invention for the adventure. There are the usual screenloads of text that we've come to expect, and the game definitely has a *Boggit/Bored* feel to it. Graphics are reasonably good when they appear, and you can switch them off as well as use the welcome RAM SAVE option. Most important of all, though, is that you do get drawn into the story and involved with the characters — I really found myself looking at my map of Ankh Morpork and thinking 'Now where can I take Twoflower next?' I was most upset when he got kidnapped, and was determined to get him back.

By the time I'd finished my third session with the game, I'd managed to improve my rating to a reasonably pleasing 'Dire', though that's certainly not my verdict on the adventure. Put it to the top of your shopping list now!



Graphics	
Text	
Value for Money	
Personal Rating	8

FAX BOX
Title .... The Colour Of Magic
Publisher .... Piranha
Price £9.95

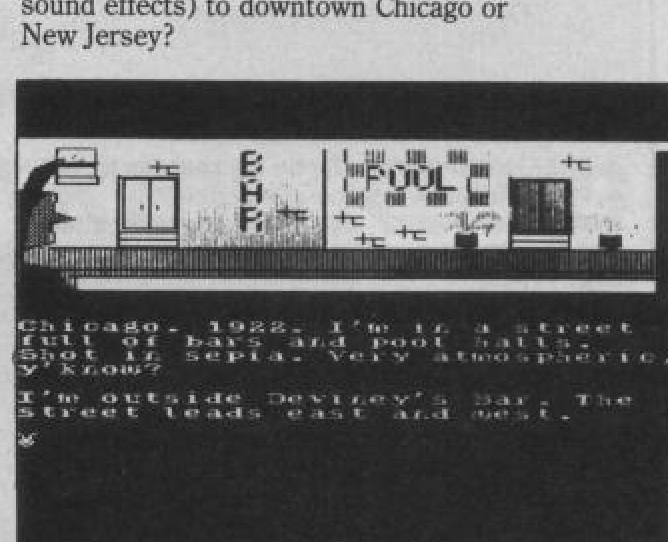
BUGSY

Well, what d'you know, the ladies from St Brides have conned CRL into... sorry, have come up with a spiffing new adventure that CRL is no doubt delighted to release. Hot on the heels of *The Very Big Cave Adventure*, Trixie Trinian and her chums have been busy with their *Quills* — but you'd be hard pushed to tell this was written using *The Quill*. Have the Irish colleens been taking lessons from Fergus McNeill and Delta 4?

Bugsy is obviously a send-up of Melbourne House's *Mugsy*, but we're not getting into the trading game stakes here, it's still mainly your predictably unpredictable adventure, set in and around Chicago in 1922. There are elements of trading and strategy in it, though, which shows how versatile *The Quill* can be. You take the role of the rabbit, Bugsy, who's as mouthy as his cartoon counterpart Mr Bunny. He'd better be quick on the hop, though, if he's going to go round calling Al Capone a wimp. Your aim in life is to become Public Enemy Number One by working your way up from the gutter, or wherever it is rabbits live in Chicago.

There's a lovely jokey opening to the game — you have to die before you begin, though it becomes a bit of a nuisance when you have to sit through several screenfuls of it every time you die, which you do with great regularity. You begin outside Deviney's Bar, where you're always assured of a warm welcome — provided you're not a rabbit, that is. You've nothing but a pocket full of small change, and can't even raise the cash for a rail ticket out of the place to head for downtown Chicago, where the action is. There's some nice hardware for sale inside the gunsmiths, and I don't mean a Spectrum+2, but you'll need $24 at least just to get your paws on a pistol. Costumes are for hire at $20, which might help protect you from the mob in Deviney's, but how to get $20? You can try leaning on the newsboys as a start to your career in crime, and then provide a few bucks for our bucktooth hero, but within four moves you'll be arrested when the newsboy picks you out because of your goofy looks. In fact the only character who'll seemingly give you something for nothing is the barber, but how many free haircuts can one rabbit take? And you get booted out of the shop before being allowed a single input, so no chance to ask him to disguise the old whiskers and floppy ears.

Back to Deviney's Bar — no, still greeted with a hail of lead. Out to the real rough area — and a knife in the back. Try stealing a costume from the costumier, though you'll get arrested thanks to the sophisticated alarm system, just one of the many anachronisms in this game. I tried to find myself some breathing space by loading up the second part of *Bugsy*, which goes by the intriguing file name of Bugshity, but unfortunately it wouldn't load. Apart from that annoyance, the whole thing was the usual mix of baffle and hoot from St Brides. Try revisiting the barber, that's a good laugh, as is the description of the rough part of town where the kids are so tough that when they can't find any wood they whittle their fingers. But any advice on how to buy the ticket to board the train (nice sound effects) to downtown Chicago or New Jersey?



Graphics	
Text	
Value for Money	
Personal Rating	8

FAX BOX
Title .... **Bugsy**
Publisher .... **CRL**
Price **£7.95**

COLOSSUS BRIDGE 4

CDS/£11.95

Gwyn So, there's a storm whenever I review a chess program because I'm not a Grand Master. On those grounds I shouldn't even be allowed to load *Colossus Bridge*! You see, the problem is that (gasp)... I can't play Bridge at all!

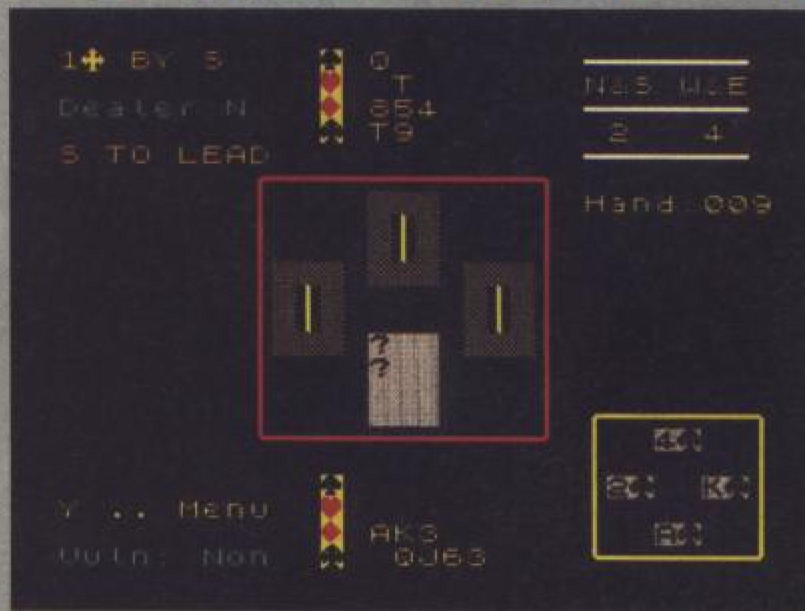
We're force fed the rudiments of the pawn game when we're young but not so Bridge. Don't let that put you off. *Colossus* is a good way to learn.

Of course, you must like card games in general, and sophisticated card games in particular. Bridge calls for two pairs of players, who sit opposite each other and are referred to as North, South, East and West. A game breaks down into two parts.

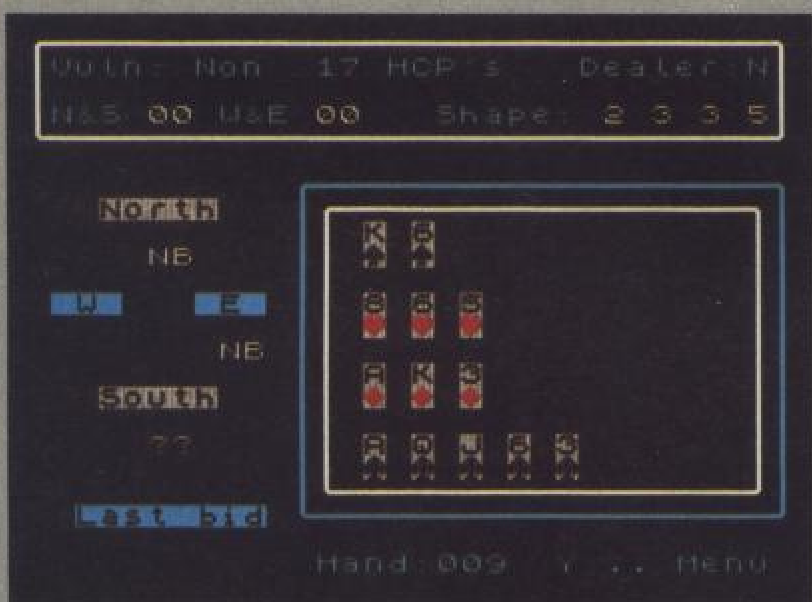
Let's start at the end! In the second part, one player throws down a card. The others follow, trying to play a higher card, which has to be of the same suit whenever possible. The highest card wins the 'trick'. The only additional rule is that one suit may be nominated as trumps. If a player can't play the suit that's required, he may be able to play a powerful trump card.

This is all nice and simple, but complexities arise in the scoring. You don't just play for the greatest number of tricks, but you have to fulfil the 'contract' that you've made, and if you fail to do that, your opponents score penalty points.

The 'contract' is made in the first part of the game, when you nominate how many 'tricks' you think you and your partner will win, and what suit they'll be. Of course, this presents a slight problem as you can only see your own hand of thirteen cards. You might hold five strong diamonds, but you've no idea whether your partner can back you up if you contract to win three 'tricks' more than your opponents, with diamonds as trumps.



North declined to follow up your bid, and East/West failed to make a counter-move, so the game starts. East began strongly and this enabled your opponents to win four tricks, but then you took the advantage and won two. With Clubs as trumps and some powerful Diamonds, it should be possible to make that one Club contract without too much trouble — though for a low score.



The Auction. Your partner, North, and opponent, East, have chosen not to bid, but you hold a good hand. It's valued at 17 points, found by counting the high cards, which is shown in the top row. Its strength is centred on the Clubs, so South opens with a tentative bid of one Club.

Never fear, for a clever system of communication has arisen... and I don't mean kicking each other under the table. Instead your partner's reply should alert you to the wisdom of a bid. If you open with one diamond and receive a reply of three diamonds, you can be pretty sure you're both well placed.

If that doesn't sound too daunting, then *Colossus Bridge* is a great way into the game.

For starters, it comes with a paperback introduction. Then there's a tutor on the second side of the tape which presents you with ten hands that you have to bid correctly.

As with *Colossus Chess*, there's a good selection of options, including the opportunity to hold the auction again if you think you bid incorrectly, or to have the computer suggest a card in the second part of the game. The program's instruction booklet is a bit on the thin side, but you should find what you want there.

There's hardly a flood of Bridge programs on the Spectrum, and you could do far worse than this if you want to learn the game... though I suspect it'll give experienced players a good time too. For me, it built a bridge across a whirlpool of confusing rules and terms to a game I'm fast becoming hooked on.



DONKEY KONG

Ocean/£7.95

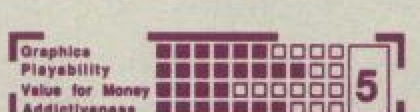
Gwyn I know that the Nintendo games console is supposed to be the next big thing, but is that any reason to do an official version of the big Nintendo hit from the Spectrum's early history?

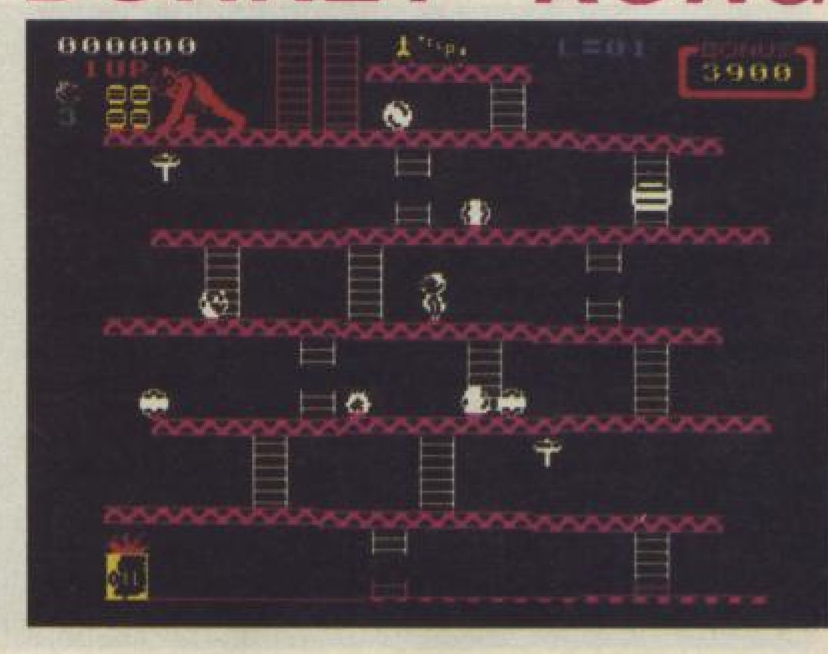
Donkey Kong was a good arcade game and this is a good conversion, with all the frills, including the 'How high can you get?' dare and Donkey stomping the girders at the start. In fact, I'd go so far as to say that it's better than any of the versions that appeared all those years ago.

The animation is good and the sound is great too. But so they should be. This game is so simple it could lead to a 16K revival! The plot is unbelievably basic. Mario has to climb the scaffolding to rescue his girlfriend, while Donkey rolls barrels down onto him.

Most of the time Mario shelters on ladders, which is risky because a barrel could roll down on him, or vaults the rolling vats. But there are a few hammers to break them up. Beware of the oil drums though. They hit the fire at the bottom then ascend the ladders to singe our hero.

Okay, I admit, *Donkey Kong* is still fairly addictive if you're looking for some mindless, nostalgic fun. But at full price! Perhaps Ocean is into time travel but this is too much for a ticket to 1983.





TERRA COGNITA

Code Masters/£2.99

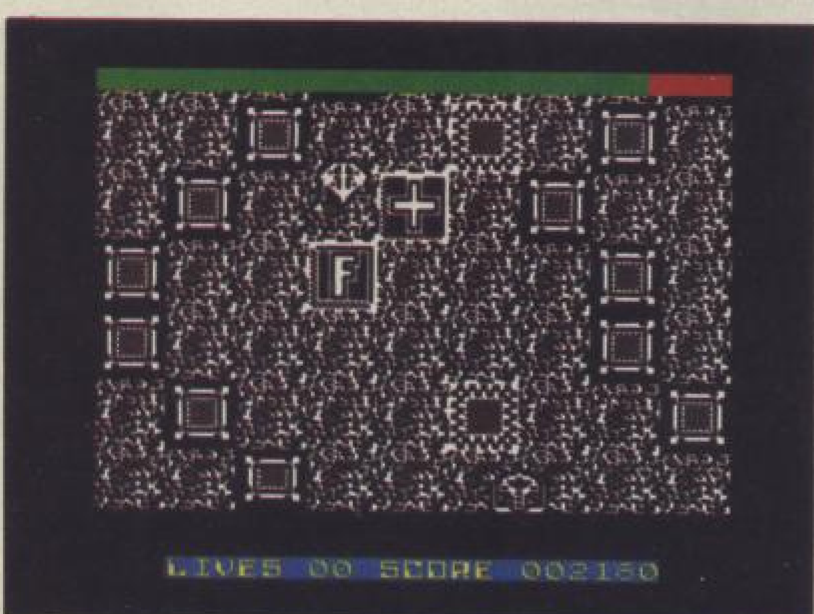
Rick Life is simple on Terra Cognita, the latest planet generated in the Code Masters game solar system. The pseuds and sophisticates of the arcade world might suggest that you've got to have a few kangeroos loose in the top paddock to enjoy this most simple of games. Well, I'm willing as ever to stand up with the drongos of the world — for totally mindless mega-kill and mutual assured zappability, *Terra Cognita* is pretty darn good.

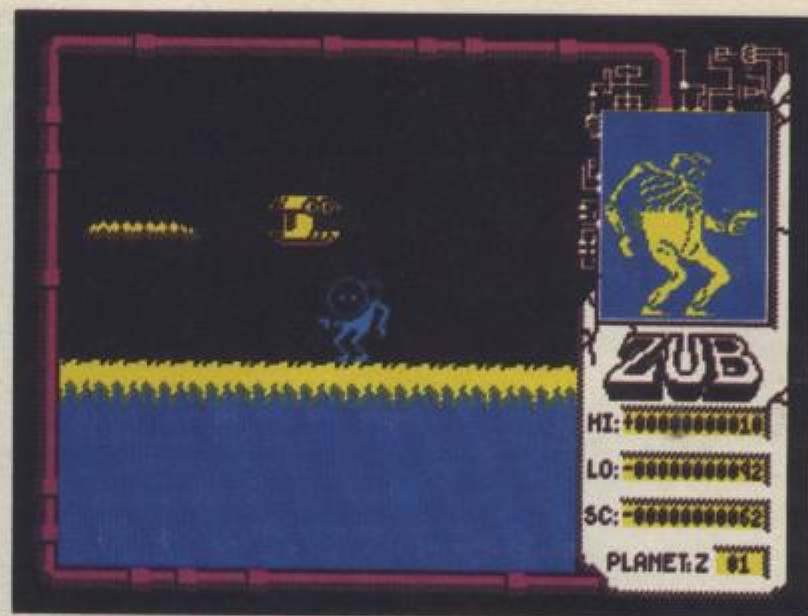
Your mission nigh-on impossible is to blast your craft across one hundred screens-worth of alien hate to avoid your total annihilation. Ignore the box scenario — just supple up your wrist action. You can adjust the speed of your craft marginally with the joystick, but you'll get a more sensational effect by passing over the + and — signs on the narrow draft board-type screens that scroll relentlessly toward you. Other squares to watch out for are Fuel (F) and Bonus but beware the Time Shift squares — they'll whizz you back to screen one, a real pain if you've already wanged across half the cosmos.

It's wise to pick up as much fuel as possible 'cos you'll never know where the next dump is, and with only two lives it's real life and death stuff out there. And, if you get the chance, swipe the field generator 'cos it dollops death to the squillionth degree on the droids. Otherwise it's mix your manic manoeuvring skills with that of the deadly digit — the old trigger finger.

Simplicity itself! But then so were all those other great ideas — the wheel, dental floss, the Ed's brain . . .

Graphics
Playability
Value for Money
Addictiveness
7





ZUB

Mastertronic/£1.99

Marcus Far away, on the planet ZUB 1 in the star system ZUB, a humble Private Third Class named Zub is summoned into the office of his commanding officer, Sergeant ZUB. There he receives his orders, direct from King ZUB, to venture across the ancient interplanetary teleport system to ZUB 10 and reclaim the priceless (and nicked) Golden Eyeball of ZUB. Sounds tricky.

And it is. Even the computer doesn't give him much of a chance. In fact it goes so far as to tell you that 'Probability of completing mission = 0.0%'. It's great to have that sort of moral support just as you're setting out to almost certain doom.

As the put-upon Private, it's your job to negotiate the distances between planets via a network of widely spaced platforms. These can be guided across several screens-worth of playing area as you try and find the next platform to jump on. Meanwhile a standard selection of nasties are after you, which calls for a lot of zapping and ducking about. Sounds familiar, doesn't it? Sounds as though it could have been released in 1982, to be honest.

And I'll admit, *ZUB*'s no megagame. The graphics don't exactly grab you by the handlebars. Sound is non-existent, the scrolling is smooth, but nothing special. And yes, I did mention platforms. But *ZUB* is not just another *Jet Set Dynamite Dan On The Run* rip-off. In fact, it's surprisingly addictive.

Unusually (for what's basically an arcade game, if not a very subtle one), it's played more easily on the keyboard. There are five skill levels, from ludicrously easy to viciously hard.

But what really sets this game apart is its humour. I mean, let's face it. How many games are there that try to be funny? How many actually raise a laff? But the ungainly Zub, lurching fearlessly across the arid zubscape to his entirely pointless demise, is sure to bring a smile to even the most jaded of gamesters faces. The inlay notes are even wackier. And it's only two quid. *ZUB* is everything a budget game should be — unpretentious, great fun to play and worth the dosh!

Graphics
Playability
Value for Money
Addictiveness
7

KINGS KEEP

Firebird/£1.99

Pete 'Oh no!' thought I, as T'zer handed me yet another £1.99 game to review. What did I do wrong? Have I upset our bleached bombshell, I wonder? Maybe she got out of the wrong side of the coffin this morning? And yes, I was right — the plot of this particular game is almost as original as one of the Ed's jokes!

You play the son of a heartless King who's locked you up inside the keep because he reckons you're far too soft on the revolting peasants — ugh. And guess what you have to do — yep, get out. I told you this was original. Though this one is slightly different in that instead of being hindered by nasty creatures great and small, you must make your escape by solving puzzles à la Mikro-Gen's *Three Weeks In Paradise*. You know the kind of thing — find the old man's necklace and the sheet of music that accompanies the lyre. All entertaining stuff.

To begin with I found game control extremely strange. As you jump you can still move left and right, which in a lot of cases is the only way you can get out of some areas, even if you do look ridiculous prancing about like Prince. Nonetheless, *King's Keep* is very playable — easy to get in to and slightly more taxing on the old grey matter than the usual run-of-the-mill cheapie shoot 'em ups. You won't even be able to explore some of the locations unless you've warped, sorry wrapped, your brain round particular puzzles.

It's not the greatest game in the world and it probably won't be a chart-busting success but if you've got two quid jangling about in the depths of your pocket and you fancy a bit of fun, you could do a lot worse than shelling out for *King's Keep*.

Graphics
Playability
Value for Money
Addictiveness
7

SURVIVORS

Atlantis/£1.99

Luke I'm a survivor so when the Ed gave me Atlantis' new offering I didn't complain, well not much anyway. I spent a couple of minutes translating the instructions from what looked like a follow-up to Star Wars into the fairly simplistic occurences on the screen, but *Survivors* had promise . . .

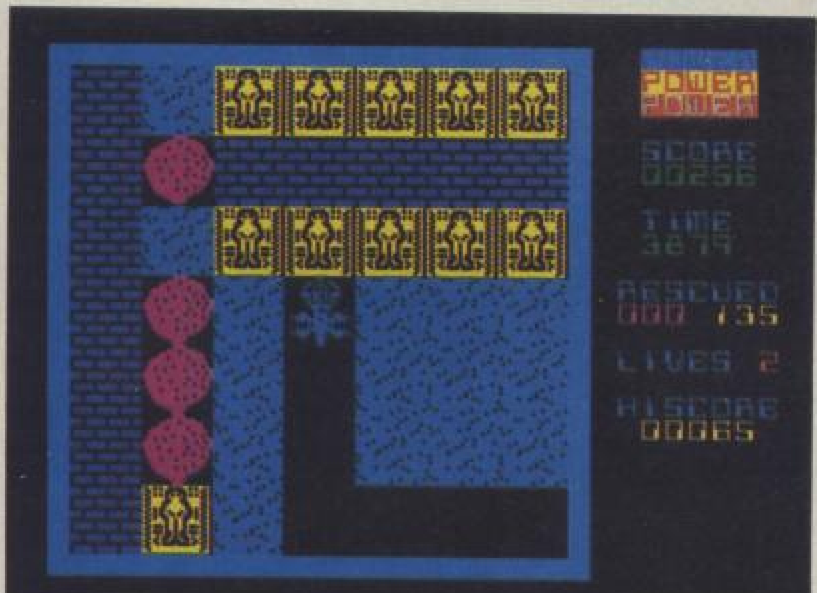
First you're confronted with a screen made up of a maze of walls, blocks of earth and purple boulders. In amongst that lot there are the survivors, deep in hibernation (sounds like the *YS* office so far). With three robots in your control — a teleporter, an octopus-like earth digger and a strong arm to move stray boulders — the idea is to clear a pathway and scoop up all the survivors with the teleporter.

And there's no need to heave a sigh of relief 'cos there's the usual sprinkling of nasties (in this case green nasties) that zap about draining power from your roving robots. Watch you don't dig earth with your brain disengaged either or you'll end up trapping one of your robots under a pile of purple boulders and if that happens you may as well give up.

At best *Survivors* could be described as a graphical adventure with a bit of logic thrown in. At worst, it's predictable and frustrating — there's only one way to complete some of the rooms and like many platform games starting again holds no new challenges. Not only that but the time limit of over an hour hardly keeps you on the edge of your seat.

Still, for all the criticism, it *is* a time consumer — whittling away a couple of hours poses no problem at all. Definitely one of the survivors.

Graphics
Playability
Value for Money
Addictiveness
6





CCS/£8.95

Rick I knew when I grew up I'd want to play strategy simulation war games like this one from CCS. I spent hours as a wee 'un setting out me little Airfix men on the kitchen lino only for my mum to play Gulliver and tread on all their heads or wash them away in a tidal wave of Flash.

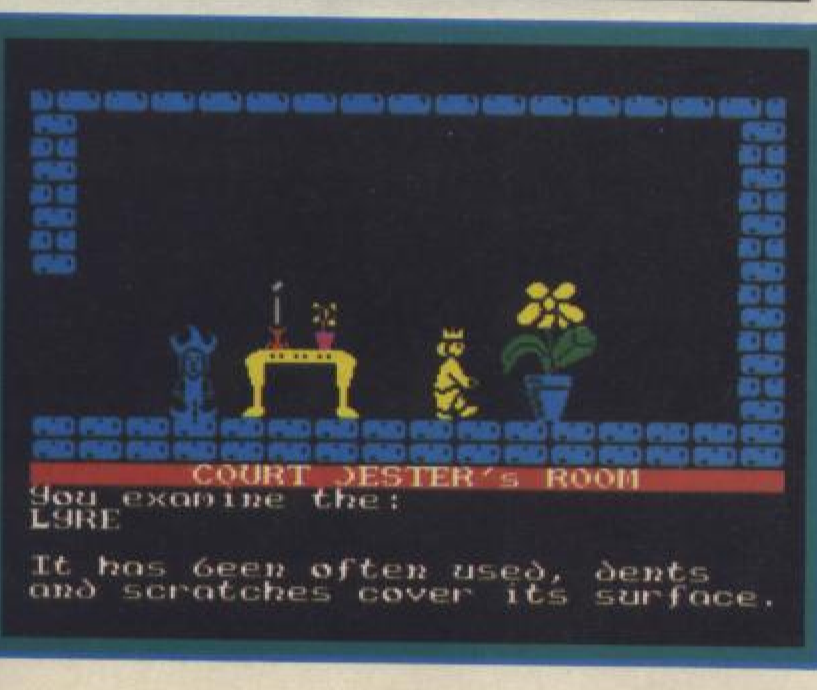
No such problems here for a game in the collectable series that brought you *Austerlitz*. I say collectable with qualification. Shorties with no braces on their strides and proper war game freaks should find this a sound bet. Those new to square bashing may feel this not only looks like, but plays like, *Austerlitz*, so you're just getting more of the same.

Eylau is not exactly the most well known and therefore the most marketable of Napoleonic nefariousness, but as a battle it's interesting since the various unit commanders had to take decisions even when they didn't know their colleagues, let alone their enemies' positions. And it's this element that the games tries to expand. You can control your own (ze French) forces totally, quite easy when the whole battlefield isn't much bigger than a single screen.

However, this situation is most unlike a real battle with its lousy lines of communication. So you can choose to order around only certain elements — units of cavalry, artillery and foot soliders — leaving the other units to move on their own initiative. Sometimes they'll stumble into disaster, or turn up like the US Cavalry, just in the nick of time! Ultimately, you'll have to take the crucial decisions if you want to force a result, or the simulation, like the actual battle, will veer towards stalemate.

Otherwise everything is fine, and technically very smooth, though I'm sure CCS could've smartened up the graphics. All the keying in of orders will give you a throbbing finger, but somehow this is all part of a strategy's compulsion. One final quibble — how about getting some women into this male-dominated militarism? There's nothing some of us would like better than a good thrashing from Boadicea!

Graphics
Playability
Value for Money
Addictiveness
8



NAPOLEON AT WAR: EYLAU

SHAO-LIN'S ROAD

The Edge/£7.95

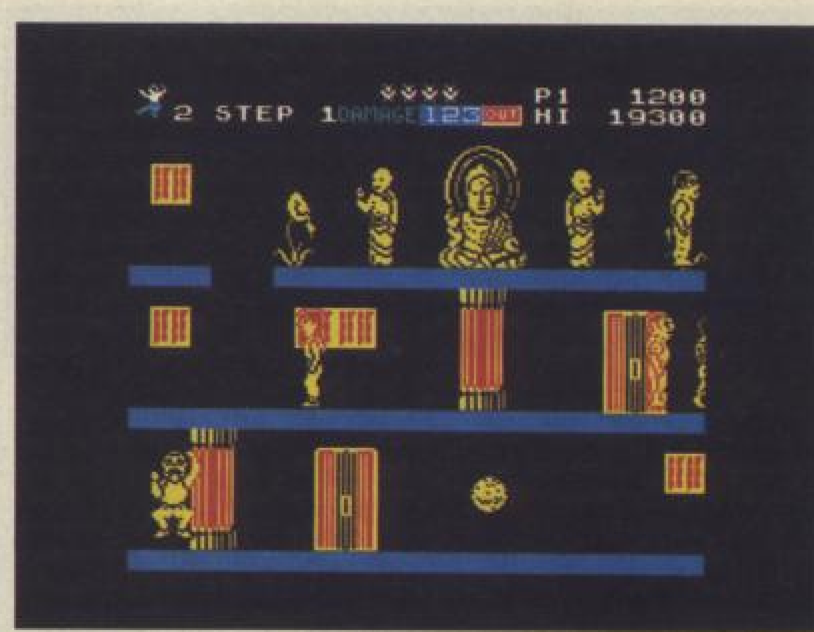
Phil Look, I've done too many martial arts game reviews, so let me say at the outset that at no point will I say "Heeeeee-yaaaahhhh!" or "Aiiiieeeee" or any variety of motorcycle. Nope, I won't be swayed on this. No way... Aw, alright. Aiiieeeeeeeyaaaa!!! Hah! Take that! (Thwak!) Suzuki! Yamaha! (Phew, that's much better.)

Yep, it's that time again. The sequel to *Yie Ar Kung Fu* kicks off with our hero Lee, having mastered the martial art of 'Chin's Shao-Lin', trapped in the Evil Temple by the Triads. Sounds painful, a bit like being slapped in the Urals, I suppose. Any road up, he's not down-hearted. No sirree-bob! He's willing to take on these rough guys, kicking them to bite size pieces, even though some of them take three or four hits to keel over.

Magic? No, not the little bald midget on the telly (not a lot!), this is fiendishly clever ancient Chinese magic. When Lee conquers certain opponents, a ball of triad magic flies off them, which he must catch to absorb the magic. Although it wears off eventually, it can be very handy to have fireballs flying from your toes at a time like this.

The game is faithful to the original coin-op in almost every detail except the colours. The attribute problems have forced the programmer to use single colour screens, but in spite of this, the game looks just the same, right down to Lee exclaiming GUTS! (?) at the end of each level.

This game's a lot of fun, and *very* addictive. It's an elusive quality that makes the difference between a brilliant game and a boring one, but whatever it is *Shao-Lin's Road* has it. Simple to play, but hard to beat, with just enough incentive to keep you going. It just goes to prove that, once again, the simplest ideas are the best. Ah-so!



Graphics / Playability / Value for Money / Addictiveness — 8

ORBIX THE TERRORBALL

Streetwise/£7.95

Gwyn First from the Domark non-tie-in, arcade label... surely an attempt to escape the notoriety of past turkeys like *View To A Kill*. Well, it's good to report that *Orbix* is not the load of old spheroids that you might have feared.

This game's of the 3D, seen from above, variety. But *Marble Madness* it's not, because *Orbix* bounces rather than rolls, and the landscape is littered with structures that make it look like the garden of a modern sculpture collector.

You begin on the planet Horca, and as with so many planets in computer games, there's no Welcome mat awaiting your arrival. In fact, the natives are determined to hamper you in your mission of mercy. You must locate stranded astronauts and the sections of their fragmented ship, which you have come equipped to rebuild.

Before your search can start for real, you'll need a Federation Property Developer. The FPD will guide you to where the bits of the ship are scattered. But the Horcan horribles are out to get you, so you'll have to shoot first and ask questions later.

You've got unlimited ammo for this mission, but not endless energy. All is not lost though, because a hammered Horcan holds enough power to recharge your cells for a while, if you bounce over his remains and dance on his grave.

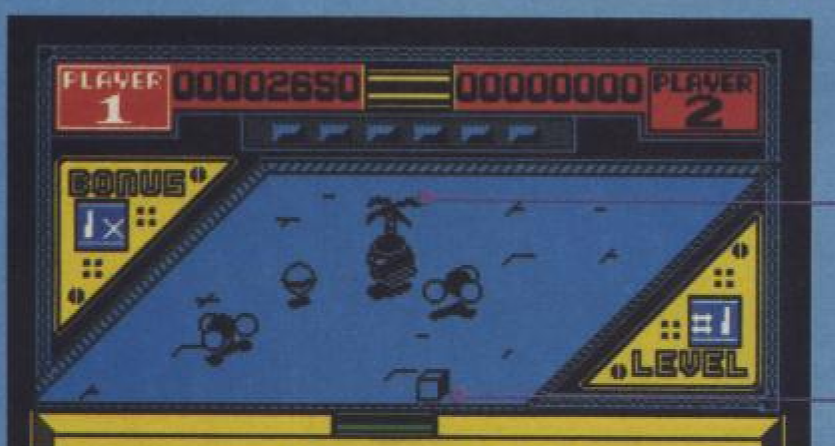
To help in your search there are two alternatives to the main display. A long range radar helps locate astronauts, while the planetary map indicates how to avoid traffic jams on the busy by-pass! But avoid getting shot at too much, because you could lose the use of these valuable visual aids.

When you finally locate the component, you then have to battle a droid for it. Providing you win this duel, you must race back to the centre of the radar. The droid booby-trapped the bit and you've got just ninety seconds to return it to the neutralising zone.

Controlling Orbix isn't easy. Every time you hit an obstacle you bounce back and have to re-orientate yourself, but eventually you'll pick up speed. The view screen scrolls smoothly — a distinct advantage over games where the landscape merely flips. There are also four difficulty levels.

Despite the fact that it's a competent game, my reaction to *Orbix* was rather neutral. Somehow there just didn't seem enough variety, enough drama, enough meat, to make me want to play for long. Then again, it could be that it'll grow on you with time, so bounce into your local software shop and take a look.

Graphics / Playability / Value for Money / Addictiveness — 7



Star of the show is Orbix himself, the lovable little craft who puts the bounce back in tactical planetary warfare! Steering is by rotating him through the eight compass points, shown on the display below.

This is the invaluable FPD that'll guide you to the crashed craft. But beware – the Horcans are hardly honest, and will try to steal this, so you have to search for it again.

The speedo – or should that be bounce-o? Try to keep as high a velocity as possible as it gives the Horcan snipers less chance to blast you. Simple – huh?

Keep an eye on your energy level, because if it slips into the red you could have problems. Try to keep around the half way mark if you don't want to refuel too often.

What would a game be without radar? This is of the simplest kind, indicating the FPD with a dot. Once you've got that, it turns blue and you aim for the cross. Don't forget that it's wrap around when you plan your route.

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GARK
HA HA... WELL, WHAT THEY MIGHT LACK IN THE WAY OF FINANCE AND PRESTIGE IS MORE THAN MADE UP FOR BY THE SHEER DAZZLING INVENTIVENESS OF THIS PLUCKY BRITISH CREW...
TAKE A LOOK AT THIS STUNNING DOGFIGHT SEQUENCE BEING SHOT ROUND THE "DEATH BIN" FOR SCENE TWO...
AND LET'S EVESDROP ON THE WAY THIS RELATIVELY INEXPERIENCED DIRECTOR IS ABLE TO COAX QUITE AMAZING PERFORMANCES FROM THESE YOUNG ACTORS...
OKAY JUST ACT LIKE A BRAINLESS MONKEY!
ACT?
WHO RESPOND BY BRINGING QUALITIES OF ENERGY AND SPONTENAITY TO THEIR PARTS WHICH MORE POLLISHED PERFORMERS FREQUENTLY LACK...
HERE, THE DIRECTOR REVEALS THE SECRET OF ONE OF THE SUPERB TRACKING SHOTS...
RIGHT OLD BEN KENOBI, WE'RE IN THE LAND SPEEDER SKIMMING ACROSS ALIEN DESERTS...
AHA! YES! BRILLIANT!
BUMP
THE FINAL SCENE OF THE MOVIE IS TO FEATURE THE SPECTACULAR DESTRUCTION OF THE DEATH-BIN AND A COMPLEX COMBINATION OF COSTLY SPECIAL EFFECTS...
MORE FIREWORKS TOM.
FIRE WORKS
THE DIRECTOR DISCUSSES THE FINER DETAILS OF THE SCENE WITH ONE OF HIS TECHNICIANS..
THE WOOD WAS A BIT DRY SO I PUT SOME PETROL ON IT.
WHAT?
FORGET IT. THESE GUYS ARE IDIOTS. I'M GOING HOME.
BADOOM
(WHISPER:) CAN I STOP SMILING YET? I'M DYING FOR A BLUB.
DON'T WORRY MATE IT'S NEARLY THE END OF THE STRIP.

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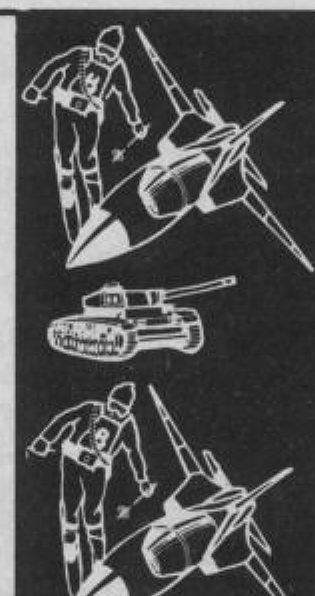
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WAR

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Martech/£7.95

Rachael I've been waiting for *WAR* with a feeling of intense anticipation. After previewing it a couple of months ago, I knew that, when the call came, I wouldn't be backward in going to the front!

WAR — set in the reaches of space where a mechanical world, formed from an enormous chain of cylinders, snakes its way through the eternal darkness. To create such an incredible artificial environment, complete with factories, power stations, cities even, takes a fantastic level of technical advancement. The aliens have that talent.

But they're also consumed by a desire for conquest. Everything that lies in the path of their spiralling home is prey to their bloodlust. And they've set a course for Blackburn. . . for Birmingham. . . for Bognor. For (wouldja believe?) Earth!

The action takes place in a long, central window. The super space fighter is free to move up and down, as well as across, and it doesn't take long to discover that if you're too far up the screen you don't have time to react to the waves of enemy craft that rain down on you.

You must blast away frantically, just to clear a path that's free from collisions. But if you have a moment to spare, go in for some vandalism and give the surface fittings a little GBH. Nothing senseless about this attack on valuable property. . . your mission is to disable the cylinder worlds, and if at first you don't succeed you'll be sent back to try again.

Ouch! There goes my first life! Time to take a breather and let's get tactical. Up till this point *WAR* has been a fairly straightforward blast 'em up, but here's the touch that lifts it out of the son-of-son-of-son-of-*Space Invaders* school. You can trade in your score for additions to your ship.

No, I'm not talking about Rachael and Gwyn window strips and fluffy dice. These are goodies like Photon Lasers and Rear Phasers. Just the sort of things that would really supercharge a Cortina.

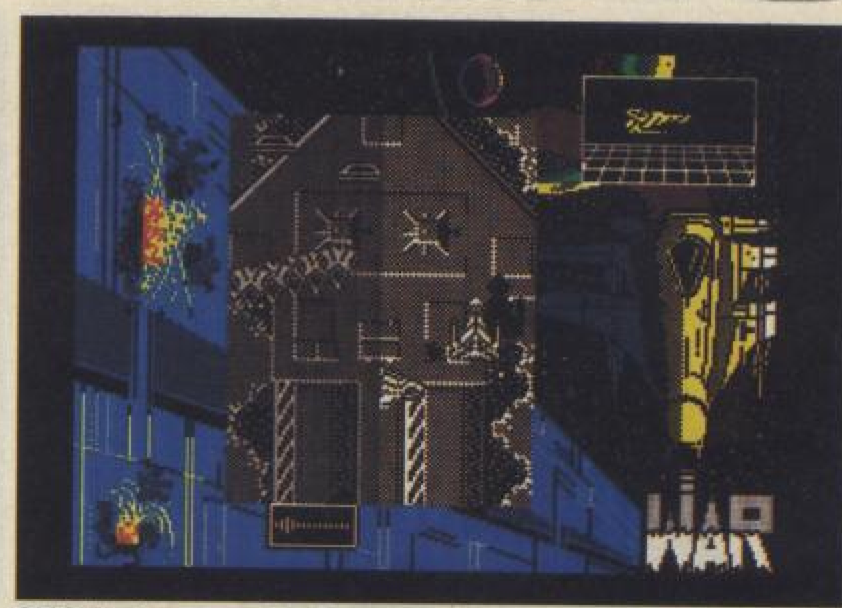
It's just like collecting trading stamps. Of course, you'll need more points for the really good stuff. 10,000 even gets you an extra life. It's up to you whether you add one of the lower power accessories, or save up for a more devastating addition to your arsenal.

POW! I've lost my last life. Time to come back to earth and get critical for a moment. How does *WAR* rate in the Rachael Hall of Fame? Pretty good. It's nicely presented, right down to the alien typeface, that'll keep you puzzling over your high score for ages. And the trading side is a great plus.

Sadly though, it's singularly lacking in sound. A pity when at last the Spectrum is capable is giving its noisier neighbours a run for their money. On the plus side, you get two versions of the game — for Rookies and Captains.

But the acid test has to be the comparison with *Uridium*. It shares so many similarities that it would be ridiculous to ignore them. And — sorry, Martech — but Hewson's classic just has the edge. *Uridium* is close to being the perfect zapping game.

But don't get me wrong. *WAR* is still a whole lot of fun. So strap me back into my armchair. I'm off to nuke the nasties again. Well, somebody has to save Bognor, don't they?



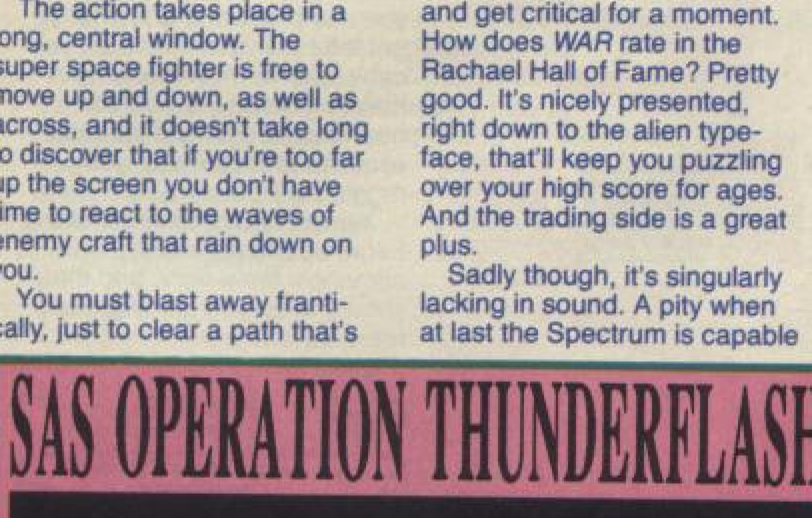
Old Galaxians never die, they just get bonus points in *WAR*. These are familiar little devils, aren't they. It's a good plan to buy side mounted lasers, or accelerate out of the way.



Oooop! Yikes! These ships move *very* fast, so you'd better be real quick on the trigger, or aim for gaps in their assault. Many a high flying pilot has ended up as pixeldust by not being fast on the tiller!

Graphics / Playability / Value for Money / Addictiveness — 9

SAS OPERATION THUNDERFLASH



Sparklers/£2.99

Tony This game is more light drizzle than thunderflash! You play the part of fearless Rock Hardman (worra hero), leader of a crack team of SAS Stormtroops. You've infiltrated an embassy and your mission is to rescue hostages who're being held by a group of extreme and vicious terrorists, led by the horrendous Kred.

Sounds fine in theory, but in practise — forget it! Rock seems to have been struck down with a hideous disease, which means his legs have gone completely stiff, and all mobility has gone from his hips. He waddles around in a terribly ungainly manner! This doesn't help when it comes to being quick on the turn, as the game says he must be. And what's worse — every step he takes loses points from your score. You only gain points by shooting people and releasing hostages.

There are 50 rooms to make your way though, on three levels. They're carefully drawn in 3D and you've got to wander through the cellar, the ground floor or upstairs to find the hostages. You're equipped with an armour piercing weapon, which as you'll find, can only fire in straight lines, calling for exact positioning of Rock. Hard to do when you're under fire.

This is a daft game — it's too hard to get into and has poor graphics and game play. It's still stuck in basic training as far as I'm concerned!

Graphics / Playability / Value for Money / Addictiveness — 4

FUTURE KNIGHT



Gremlin/£7.95

Tommy Mayday, mayday, mayday! Never mind that it's still only January, you have a job to do. The space ship carrying the love of your life has crash-landed and Amelia's been taken hostage by Spegbott the Terrible. (His friends all call him Botty 'cos he's such a bum!) Slipping into your space suit, you teleport to the beleaguered ship. Now the search through screen after screen is on — can you find your love before Spegbott makes Amelia of her? Prepare to make a knight of it. . .

Once again, Gremlin has come up with a cute little character in a cartoony setting. Leave him too long on his tod and he starts waving to you — longer still and he goes straight into a suicide spin that only stops when his energy runs out or you take control again.

This time, though, the programmers have plumped for the platforms and ladders format. We're back in left, right, jump, fire territory with a bit of pick up and use for good measure. Fortunately, if you're as fed up as me with games that require perfect pixel positioning, *Future Knight* is much more forgiving of your mistakes. If you touch one of the nasties, your energy depletes to different degrees depending on who, or rather what, you've just bumped into. And as you start with a thousand energy points and four lives, you should be able to get a fair way into the game on your first play. It's even possible to push your energy right back to the top again.

And your energy can drain faster than water down the plughole. The space ship, the SS Rustbucket, is chock full of horrors. There are ghosts and greeblies, disembodied skulls plus the brains that plopped out of them. Worst of all, though, are the different sized droids, monster machines that patrol the platforms — one touch and your energy will go through the floor. And they take some killing too. You can spend a couple of minutes with the joystick on auto-fire before they disappear in a puff up their own exhaust pipes.

So, what's the knight life like in space? Well, there's knight clubbing, of course, but you expend a lot of energy on that, so it's better to lance-a-lot, using the weapons you pick up as you go. Most of your time's spent looking for the exits on the next level and clocking up the high score. Not that original, okay, but the gameplay's good and the graphics are a lot of fun — just wait till you make it outside onto the planet surface and get a good look at the giant cater-pillars!

The game's big enough to keep you going for weeks, and that's before you start making a map. You'll soon find yourself hook, line and sinkered. As they said round the table in Camelot, once a knight may not be enough. . .

Graphics
Playability
Value for Money
Addictiveness
8

XENO

A'n'F/£8.95

Gwyn You can play a lot of outdoor, action-packed, down-right bloodthirsty sports from the safety and warmth of your overheating Spectrum power supply. . . and that includes some that haven't yet been invented.

It's bad enough that every time you turn on the telly there's some double jointed aerobics freak in a leotard throwing darts with their toes while knocking crown green bowls across the mud with a snooker cue. Now they're predicting the telly sports of the future on the micros of today.

But I confess — I might give *Xeno* a look in. And I'd definitely play it! After all, any game that was devised by bored miners on the frozen planet of Io can be expected to have a certain sort of rugged charm.

Xeno comes with a reproduction of the programme notes from the 2386 Championships, which briefly recall the game's history.

It isn't overburdened with rules. In fact, it boils down to one old favourite — get the puck between your opponents posts. Yes, it's disk versus disk duelling, with no holds barred.

Rather strangely, play alternates between the opponents at intervals of a few seconds. It forces you to react very, very fast if you're going to make an effective move.

Controlling the disks is also strange. Instead of just skimming across the surface, you project a cursor, which is joined to the disk by a dotted line. When you've set your target, you press fire and hey presto — you shoot off as if the line was extra-high grade knicker elastic!

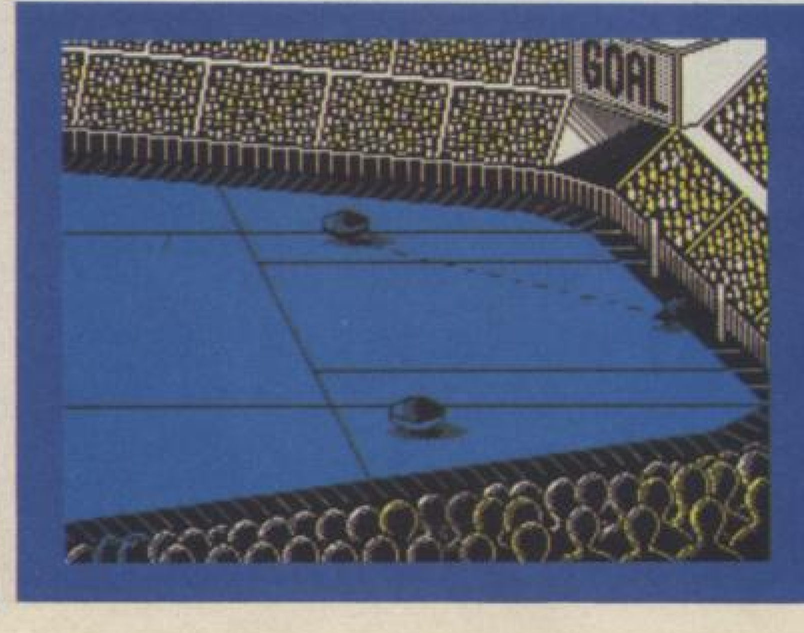
It takes a lot of skill to get this just right, because your momentum carries you on, and if you hit the wall of the diamond shaped field you'll rebound. But, rather like snooker, you can put this to your advantage to get behind the puck or obstruct your opponent from an otherwise impossible position.

Xeno plays fast and frantic. So much so that you'd be advised to use the two player option just to practice controlling your skimmer and judging where to hit the puck to get it to shoot off at the angle you want. But once you're into it, it will really grab you.

My only real grumble is with the control. The pitch, seen in perspective 3D, complete with shading, centres on the puck. If you zoom down to one end, or get left behind at the other, you can't see where you are. This makes guiding your cursor near impossible, and valuable seconds are lost while you regain control.

Xeno is one of the best of the future sports games. It somehow feels *right*, and that should keep you coming back for more.

Graphics
Playability
Value for Money
Addictiveness
8





SAMURAI

CRL/£7.95

Marcus With the games arena swamped by ninja warriors kicking each other to kingdom come it must be hard work for a software house to come up with yet another variation on this increasingly tired theme. But stone me for a bunch of bananas, 'cos someone's gone and done it.

It's ingenious really. Combine the single most popular type of game today (the aforementioned kicking variety) with a traditional old standby, the strategy game, and what have you got? The ancient Japanese strategy game, or *Samurai*, as CRL calls it.

Ah so, but where's the gratuitous violence? Well, *Samurai* is by no means a riproaring beat 'em up but it's not to be rejected on that account. And although it's a strategy game, you don't have to wade through a 400-page manual before you start killing people.

Yours is fundamentally a religious quest (now there's a new one). With your samurai and ninja warriors you battle against a fanatical sect of Zen Buddhist monks who, coincidentally, are notably skilled at various deadly martial arts. Each warrior has a stamina quotient and a certain number of steps he can walk each go. Combat swiftly ensues, and unless you've a substantially better battle sense than I have, you'll usually lose. The monks defend their temple with vigour and determination, and what's worse, there's more of 'em than you. There are three separate 'incidents' (battle formations, in other words) to keep you occupied, and three skill levels to silence the herberts. The screen scrolls nicely to reveal all current skirmishes.

I only have one small niggle (*That's your problem. Ed*) and that's that the game's very playability may turn off the really hardened strategy buffs. Well, it might. But for the rest of us, for whom strategy games are too often a total snore, *Samurai* provides a pleasant change from joystick juggling...

Graphics
Playability
Value for Money
Addictiveness
7

XEVIOUS

US Gold/£7.99

Marcus Eons ago, millennia before prehistoric man trod the earth, even before the ice age glaciers swept across Europe and altered it forever (*Get on with it. Ed*). Anyway, a very long time ago indeed, the earth was colonised by the Xevious people. This advanced civilisation ruled for centuries before moving on to better things. But now they've returned, and they want their planet back. Not very chummy, eh? Not surprisingly this has not gone down too well with the earth's ruling forces, so they've sent you out in your Solvalou spacecraft to give them a darn good thrashing (see me in my study, Simpkins).

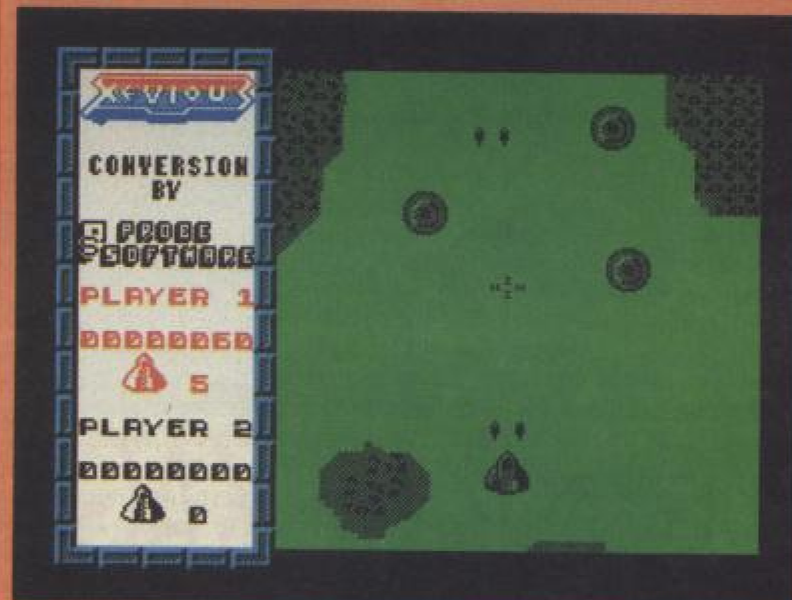
Xevious is another scrollling shoot 'em up, a coin-op conversion in the traditions of *Uridium*, *WAR* and *Lightforce*. Enemy forces take the form of ground-based missile systems and flying whatchamacallits which dodge around in a thoroughly tricky manner.

These Xevious are devious! Things get more difficult of course when you approach a flotilla of floating mirrors, as these'll reflect your fire back at you unless you get out of the way smartish. At the end of the line you'll face the Andor Genesis Mother Ship, a huge steaming mother of a ship that may take a bit of budging.

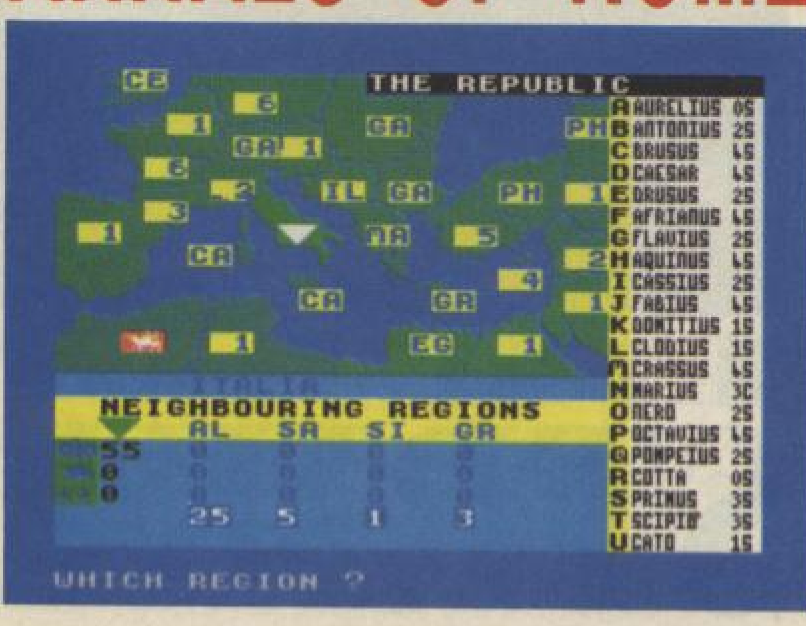
With this sort of conversion it seems to me that programmers have a very simple choice — graphic quality or speed. US Gold has gone for speed. So while *Xevious* may not be as impressive to look at as, say, *Lightforce*, it's much more fun to play. *Uridium* managed to combine the two, with spectacular results.

Xevious is fast, vicious and enthralling. If you can forgive graphics that never really rise above the mundane, you should get a lot out of it.

Graphics
Playability
Value for Money
Addictiveness
8



ANNALS OF ROME



PSS/£12.95

Tony Friends, Romans, Countrymen! Lend me your Speccy! I've come to tell you the story of Rome, and how it became the ruler of the world and then went into a decline. Your job as Biggus Bossius (*Biggus what? Ed*) is to last as long as you can in the face of marauding Gauls, Goths, Vandals, Carthaginians and 33 other battling barbarians, as well as the odd cynical senator intent on Civil War.

The game starts in 273BC and lasts as long as you do. There's an average of four turns to every century, so don't be surprised if your games comes to an abrupt end — a lot can happen in 25 years you know! You get a 16 page booklet which is supposed to help you, though the amount of help it gives is debatable, and it's not the clearest thing I've ever clapped eyes on.

The game, unfortunately, is programmed in that most ancient of languages, Slowius Basicus, which means that it takes an age to play and crashes regularly. It's got a very messy screen display, and frankly, I found it fairly incomprehensible and terribly confusing. There's a moral note at the end of the booklet where it says that the most important lesson learned by the author is the ultimate futility of Imperialism. Well, that may be so, but I'd have thought the ultimate lesson to be learnt is how to make a game of this type interesting and fun! Definitely one for those who're completely obsessed by war games!

Graphics
Playability
Value for Money
Addictiveness
4

DEFCOM

Quicksilva/£8.95

Marcus By the year, 2056 all the world's nations had finally made their peace, and to ensure that this happy state of affairs lasted, they erected a huge protective shield around the earth. With this Strategic Defence Initiative installed, all arms were rendered useless, and man's urge to fight fizzled away.

But just as everyone was settling down to a life of leisure and boredom, guess what happened. If you answered "the earth was invaded by aliens" take ten points and a gold star. Naturally there was only one man sufficiently strong, quick-witted and stupid to challenge the invading forces, and you are he.

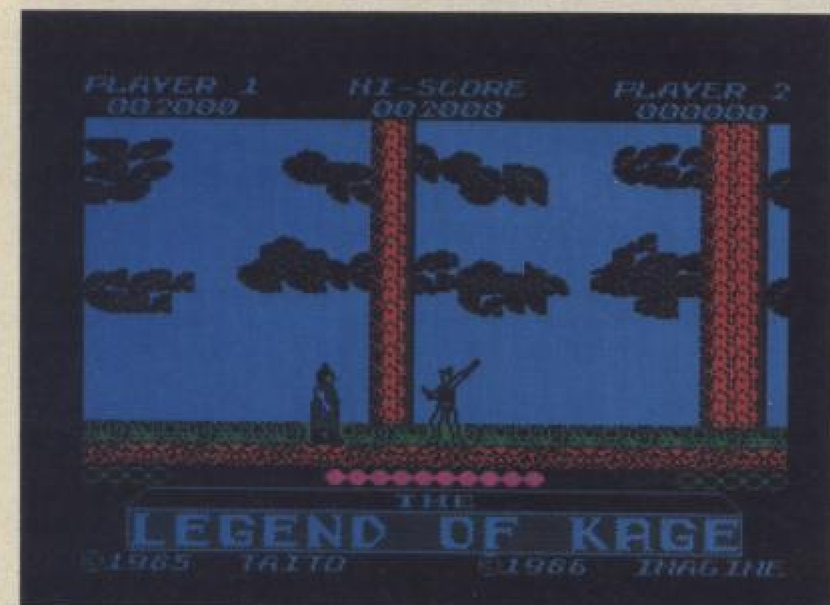
Defcom is of course a shoot 'em up, but it's one slightly out of the ordinary. Instead of the normal side-to-side, up-and-down motion, you flip around on the spot from left to right. You can still move up and down, but only over about half the screen's width. Meanwhile alien ships attack you from all directions. They move amazingly fast and hitting them is a fairly random process. Occasionally alien satellites appear and bomb defenceless earth cities. You'll need special weapons to destroy bombs and satellites which you get by disposing of large numbers of alien ships.

It all sounds great, but in practice, it just doesn't work. Killing aliens is a matter of stamina rather than skill, and to get a blaster (which you need for the satellite) you've got to dispose of 144 alien ships. Yes, 144.

Defcom is certainly different, and at least Quicksilva is trying something new (well, newish). It's just a pity that as a game it's terminally dull.



Graphics
Playability
Value for Money
Addictiveness
4



LEGEND OF KAGE

Imagine/£7.95

Marcus "Long ago in an ancient and magical oriental land. . ." the blurb begins, and few hardened gamesters will need to know any more. Yes, it's Ninja time again, with all the usual righting of wrongs, rescuing fair maidens and smashing people round the head with long wooden poles.

Good clean fun, of course, but where's the novelty? After grinding away at this for an hour, you find yourself wondering whether there really is room for yet another game set in the mystic east. What has *Legend Of Kage* got that the other 6,211 haven't?

As Kage it's your task to rescue the luscious Princess Kiri (daughter of King Appletise?) from the evil Dragon King. To do this you leap around a forest with astonishing agility seeing off a load of mostly inept warriors in black robes. Once past them you face the Dragon King himself, a remarkable character who clearly holds the world high jump record as well as being extremely evil. Further screens take you into his castle but little changes.

The most you can really say of *Legend Of Kage* is that, mercifully, no-one gets kicked in the goolies. Instead Kage wanders about with what looks like a pole but I'm assured is a very large sword. Even so, in every other respect Imagine's latest arcade conversion is just too similar to the standard ninja-puts-the-boot-in game, especially in feel. As such it's likely to be of interest only to fans of the original and the most dedicated of orientalists.

Graphics
Playability
Value for Money
Addictiveness
7

Durell/£9.95

Gwyn Ed was going to give this to Rachael, but thought better of it when I pointed out that it would only result in numerous 'Fokker' jokes. So it was passed to me. I should have kept my mouth shut!

How to describe *Deep Strike*? It's a shoot 'em up without the excitement. It's a flight simulator without the simulation. In fact it's totally lacking in stimulation as well.

The World War One plot has you flying shotgun to a bomber while tri-planes appear out of the blue to take the odd pot shot at you. You can go up or down or swing side to side — no complex controls here. You possess a rather advanced compass which warns you when you're heading into flak, and you can dump the odd bomb on the dumkopfs below too.

Durell has put its faith in a solid 3D landscape effect. Not only is it painfully slow but it's altogether less satisfying than the vector graphics of *Tomahawk*, for example. Though the game is described as "a MUST for all dog fight enthusiasts," it reminded me most of two geriatric corgis sniffing each other.

Suffice to say that at budget price this would be alright, but at almost ten quid it's a real bum deal that should be grounded immediately!

Graphics
Playability
Value for Money
Addictiveness
4



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■ Spectrum 48K, Quickshot II joystick, Dk'Tronics programmable interface, manuals, £130+ original software (*Robin Of Sherwood, Hampstead* etc). £280 new, sell for only £140. Tel. Tom Perren on Broadstone 694495.

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■ Swop Durell's *Turbo Esprit* for *Saboteur* or Mastertronic's *Chiller, Empire Fights Back, Formula One Simulator*, or *Monty On The Run* and *Zorro* for Ocean's *Batman*. Interested? Tel. William on (0594) 530339.

■ Games to swop. Send your list for mine. Merci! (*De rien. Ed*). Thierry Macquet, 27 Rue de L'Echiquier, 75010 Paris, France.

■ Swop *Sherlock, The Hobbit, Underwurlde, NeverEnding Story, World Cup Carnival, Terrahawks, TLL* and *Dreadnoughts* for *Nightshade, Elite, Red Moon, Froggy, Ant Attack, FA Cup* or *Jetpac*. Tel. (0380) 4896 and ask for Sarah.

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■ Will swop my *Sweevo's World, View To A Kill* and *Alien 8* for *Frank's Boxing, FA Cup* and *Zoids*. Write to Anthony Wright, 32 The Squirrels, Little Bushey Lane, Herts.

■ Swop many adventure games including *The Hobbit, Shadow Of The Unicorn* etc. Also swop *Red Arrows, Dambusters*. Please send a list to Paul Aistrop, 100 Handsworth Crescent, Sheffield S9 4BR.

■ Games to swop. Send your list for mine. Paul Pinch, 63 Augustine Way, Haverfordwest, Dyfed SA61 1NZ.

■ Will swop *Knightlore* for *Wham! Music Box*. First reply secures. Write to Stuart Vyse, Shepherd's Bush Farm, Main Road, Long Benningtoon NG23 5HU.

■ Will swop *Rambo, Cyclone, Saboteur, Buggy Blast, Beach Head* or *Hyper Sports* for *Robin Of The Wood*. Tel. Max on (0290) 50184 after 4pm.

■ I have 400+ games. Anyone on Prestel with a Speccy just give me an MBX todo some swoppin'. My name is Stuart and my MBX is 515464640.

■ Swop *Gyroscope, Supertest, Beach Head II, Wham! Music Box, Zoids, Sorderon's Shadow* and more for *Screenplay, Saboteur, Exploding Fist, Combat Lynx* etc. Tel. 041-632 9325 after 6pm and ask for Paul.

■ Will swop many games. Great titles such as *Fall Guy, Project Future, Hyper Sports* etc. Also Kempston joystick to swop or sell for £3. Tel. (0992) 460089 and ask for Tim.

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YS14

WANTED

■ Wanted — good printer for Spectrum+. Will pay maximum of £40. Please phone (0752) 367582 after 6pm. Possible part exchange on a Currah MicroSpeech.

■ Wanted — light pen and microdrive. Will swop for broken 48K Spectrum, a tape recorder and ten games, including *Turbo Esprit* and *Sir Fred*. Phone 061-761 1770 and ask for Chris.

■ Wanted — ZX printer plus rolls of paper required urgently. Please write to Pachiter Dhaliwal, 29 Carlton Road, Smethwick, Warley, W Midlands B66 2HL.

■ Wanted — Kempston mouse or AMX. Swop for VTX 5000 and *Eureka, ACE, Starion, Rally Driver, Psytron, Atic Atac, Rescue On Fractalus* and *Starstrike II*. Write to Andrew Cooper, Ordnance House, Cat and Fiddle Lane, West Hallam, Derbyshire DE7 6HE.

■ Wanted — *Cauldron II* or any other new releases. Will swop for either one of *Paperboy, Spindizzy* or *Commando*. If interested, phone (0642) 596365 between 6pm and 9pm.

■ Wanted — Saga 1 Emperor for Spectrum+, ZX printer paper, lightpen. If you have any one of the above, please write to me. I'll swop for the latest software, such as *Arcade Creator, Bombjack, Subterranean Nightmare, Spellbound*. Write to Eric Stewart, 18 Vatisker Back, Isle of Lewis, Scotland PA86 0JS.

■ Wanted — complete AMX mouse. Reward — *Psi Chess, Movie, Winter Games, Boggit, Screenplay, Southern Belle, Spy Vs Spy, Spiderman, Wham!, Barry McGuigan, Gremlins* and *Hacker*, or choice of others. Write to Helen, 29 Greenacres, Kirkby in Ashfield, Notts NG17 7GE.

■ Wanted — any sort of printer. Willing to pay up to £15. Phone (0728) 746601 and ask for Alex.

■ Machine code programmers wanted! Are you a good machine code programmer? If so, please write to me. I'm looking for good programmers and ideas. Richard Frank, Carl-Spitzweg-Str. 17, 7920 Heidenheim 5, West Germany.

■ Wanted! One attractive 13 year old girl, named Lisa Claven in the third form. Will swop anything. Contact Mister XXX, fourth form, Yorkshire Martyrs School. Oh! and Lisa's beautiful (again).

■ Wanted desperately! A games designer. Willing to swop for software. Phone (0603) 31903 and ask for Ian.

■ Wanted — *Tasword 128*. Will swop for *The Writer 128* version. Phone 01-852 8121 evenings and ask for Mike.

■ Wanted — Interface 1 and ZX printer. Will swop 30 games for them, including *Elite, Paperboy, Dan Dare* and *Knight Rider*. Phone Bury 761 1770 and ask for Chris.

■ Wanted! *FA Cup* for either *World Cup, Moon Alert* or *Video Olympics* and *Bullseye*. Write to Kevin McCabe, 35 Liberton Gardens, Edinburgh, Scotland.

■ Wanted — Spec Mate. Will swop for light pen and games, or swop for just games. The number of games depends on the condition of the Spec Mate. Please write to Stephen Henstead, 7 Alexandra Crescent, Pemberton, Wigan, Lancs.

■ Wanted — an IO (Robot) Interface for use with a Speccy+. Will swop for *Leonardo, Sweevo's* and *Backpackers Guide*. Phone 061-532 8404 (after 6pm) and ask for Mike.

■ Wanted — *Fairlight*. Will swop for *Roland's Rat Race, Psytraxx, One Man And His Droid, Jason's Gem, Se-Kaa Of Assiah, Bugaboo The Flea* and *Invasion*. Phone South Benfleet 750352 after 4pm and ask for Marc.

■ Wanted — D. Lan from Campbell Systems. Phone Simon on Tamworth 60148.

■ Wanted — *Graphic Tablet* to work on the Spectrum. Also want Sinclair B & W pocket TV. Phone Brian after 6pm on Barnsley 249643 with details.

■ Wanted — printer and interface for Spectrum+, any size or make. Swop for Quickshot, Interface, software including *Fist, Hobbit, Sherlock, Bobby Bearing, Starion, Action Biker, Sinbad, Valhalla, Flag* and lesser tapes. Write to D Burns, 14 Treslothan, Spernen Wyn Road, Falmouth, Cornwall TR11 4EH.

■ Please, does anyone have the *Hitchhikers Guide To The Galaxy* or *Battlecars* game in return for other good games from latest ranges? Phone (0865) 248968 after 5pm and ask for Richard.

■ Wanted — a ZX printer — will pay £12 for one in reasonable condition (and paper if possible). Phone (0253) 823565 and ask for Nicky after 4pm.

■ Wanted — either British pools prediction or racing prediction program. Will swop for any game. Phone Adam on (0235) 815858.

■ Help! Has anyone got a copy of *Understanding Your Spectrum* by Ian Logan in reasonable condition? Please ring Cathie on 01-543 7951 evenings, or write to 54 Grand Drive, Raynes Park, London SW20 9DY.

■ I need any hardware for the Spectrum 48K. I will swop for software. Please write to Peter Lumbye, Langelinie 87,5230 Odense M, Denmark.

■ Wanted — for the Spectrum — a Watford SPDOS disk interface and for the QL — a combination disk/printer interface, with RAM, prefer TRL Delta with 128K. I'll pay cash and please include airmail costs with your reply. I will answer all letters. Ian Robertson, 26 Abilene Drive, Islington, Ontario, Canada M9A 2MA.

■ Wanted — *GAC*. Will swop for *Alien 8, Technician Ted, Underworld, Bruce Lee, Skool Daze*. Phone (0454) 416999 after 6pm and ask for Lee.

■ *A View To A Kill, Night Flight II* and *3D Tunnel* — I've got them and I don't want them. I will swop for a Quickshot II joystick. Phone (0638) 660780 after 6pm and ask for Gary.

■ Wanted — microdrive or disk drive. Will swop for software including *Lightforce, 1942, Green Beret, Elite, Paperboy, Commando, Fairlight, Nipper, Art Studio* and many more. Or will swop for any hardware. Write to Alan Farquhar, 39 Landmann House, Gallywell Road, London SE16.

■ Wanted — original copy of *Battlecars* and Interface II — if you've either, please write to John Parker, Flat 56B, Brooke Court, Milton Grove, Highfields Estate, Stafford ST17 9TP.

■ Wanted — cheap microdrive/Interface 1 or disk drive. Also Multiface 1 or equivalent. Also I want to swop games. Jonathan Towler, 28 Prospect Place, Welwyn, Herts.

■ Wanted — *Bored Of The Rings, Robin Of Sherlock*. Will swop for *Pyracurse, Stainless Steel, Sweevo's World, Ghosts 'n' Goblins, Three Weeks In Paradise* or *Impossible Mission*. Phone Ted on (0705) 254041.

■ I urgently need Spectrum POKEs and hints 'n' tips. Top prices paid. Please write to David Gorham, 52 Hamilton Road, Kings Langley, Herts.

■ Wanted — *Waxworks, Adventureland* and *The Very Big Cave Adventure*. Will swop for *Jack The Nipper, Spiderman, Eureka* and *Valhalla*. Phone (0332) 704665 and ask for Daz between 4.30pm and 10.30pm.

MESSAGES, CLUBS & EVENTS

■ Got any games you don't need? The Spectrum Software Swopping Club has over 200 members. Send an sae for details and a membership form. SSSC 178 Forest Road, Kingswood, Bristol, Avon.

■ Software Exchange Club. Free membership. Exchange your unwanted originals cheaply. Send an sae for details and free membership to On-Spec Software Exchange Club, 23 Florence Road, West Bridgford, Nottingham NG2 5HR.

■ Over 400 POKEs for 70+ great Spectrum games. Only £1 inc p&p. Grant Edwards, 19 The Maltings, Kings Langley, Herts. Free gift with every list.

■ The party was great! Katal.

■ Is there anyone in the Cambridgeshire area who would like to start a computer magazine? If so, please phone Cambridge 357180 any time, or write to Marc Lowings, 1 Dundee Close, Chesterton, Cambridge CB4 1SH.

■ Spectrum Software Club offers a wide range of quality software on hire. For your free membership kit write to Spectruhire, Spectrum Software Club, 20 Monins Road, Dover, Kent CT17 9NX.

■ I love you Rachael Lang (4th year, Audley Park School) I just had to tell you!! Name and address withheld.

■ For sale: maps and POKEs for most games. I've got so many POKEs it'd be easier to list the ones I haven't got! Cheap and fast. Send a large sae to 35 Duffield Road, Allestree, Derby DE3 2DN.

■ Did you know? Git loves Susan and Mary, Chris loves Lisa and Nicola, Paul loves Sarah and Mike McCann is a curly action man! (*With eagle eyes and gripping hands? Ed*). Signed Git.

■ Any readers want to exchange software? Join this club. Write for details to 104 Lindsey Avenue, Acomb, York YO2 4RI.

■ Rash Decision is an excellent fanzine with film, RPG and computer stuff. 60 pages for only 60p. Write to A Wood, 61 Linzee Road, London N8 7RG.

■ Are you stuck in an adventure and don't know where to go? If so, we're the people to come to. Send an sae to Tri Map, 557 Abbey Road, Popley 4, Basingstoke, Hants RG24 9EW.

■ Our ever-growing Spectrum Computer Club requires more members, hints, solutions etc. Free membership. For more details send sae to Spectroclub, 122 Crayford Road, Alvaston, Derby DE2 0HQ.

■ English teenager hopes to get back into the software world. Over 150+ games. All letters answered. Please write to Bob Cummins, D-3, Urbanisation Sibora, Los Silos, Tenerife.

■ Hi! I'm sorry to say, but I am unable to write to all the penpal letters I received, so here's a big sorry. I just had too many to write to. Thanks anyway, everybody. Rich Finlay (from Bilton, Rugby).

■ Hello out there! I am starting a Speccy fanzine. Is anyone interested in buying, submitting articles or just curious? Send an sae to Sean L'Estrange, 8 Valley Bungalows, Mullingar, Co Westmeath, Ireland.

■ Nanna didn't want to go to the party with me. Sob. Katal. (*Pity, sounds like it was a good 'un. Ed*).

■ Yes Mum, computers are great and not a waste of time. Will you buy me a Spectrum 128+2 for my next birthday? Please. I do like you sometimes. Trudy Webb.

■ Spectrum Discovery Club for Opus Disk users. Send sae for details to SDC, 8 Raynham Crescent, Keighley, W Yorks BD21 2TP.

■ New Statis Pro Football league started. Send five team choices in order of preference, plus an sae to Paul Smurthwaite, Hillhead of Cairngall, Longside, Peterhead, Aberdeenshire, Scotland AB4 7XR. Please state whether 1984 or 1985 cards owned. First come, first served.

■ Join the Amasoft Club. Send in your home-made game and get it reviewed in our free magazine. Write to A Wallace, 35 Lansdowne Square, Dundee, Scotland.

■ Hello Figgy. It's my birthday on 15th April, so now you can give me a kicking. 3K are brill, except Craig. Bye for now, Bob Hunter.

■ Rachel, know a good haystack, eh? Neil, stop it, it'll make you go blind! Rad. PS I've told Sid! (*You know you're not supposed to. Naughty, naughty. Ed*).

■ BMC Usergroup. When you join you'll get a user booklet with newsletters, software hire, competitions and many more features. Send £1 joining fee to Ian Bell, 10 Morton Close, Blackwood, Lanarkshire, Scotland.

■ Speccy adventurers — your prayers are answered. I can help you solve over 150 adventures. Send an sae to Lee Hodgson, 54 Church Street, Tewkesbury, Glos GL20 5RZ.

■ I need help with *The Planets*, and I am willing to swop info. I need (code) Saturn, Uranus, Pluto and can almost break the alien code. Phone (05057) 4191 after 6pm and ask for John.

■ New Spectrum tape/microdrive fanzine coming out. For more details send an sae to Brian Bradley, 13 Sidlaw Avenue, Port Glasgow, Strathclyde PA14 6LE.

■ 128+2 owners. I'll swop my *Supertest 128* and *NeverEnding Story 128* for other 128 games. Anything considered. Phone (0786) 841704 and ask for Paul.

■ Hi! Rico and the Clangers here again. Hello to Cumpsy, Ricco, Cowman, Browny, Nobbless, Hallagay, Danflare, Shanka, Wadge and all 4-1. Watch this space. From Kellboy the Great. Love from me. Bye!

PEN PALS

Send in your pic with your Penpal ad and get your mug in the mag. Not only that — you're sure to pick up a real humdinger of a penpal.

■ 17 year old male New Zealander would like to swop programs and ideas with any Spectrum owners around the same age. All letters answered. Write to James Burn, 128 Fox Street, Gisburne, New Zealand.

■ I have a Spectrum 128+2 and I would like some penpals to swop software with for this new machine. Write to Stephen Hanly, 2 Church Street, Skerries, Co Dublin, Eire.

■ Lonely male, blue eyes, blondish hair seeks female penpal (15-17) interested in music, computers and going out and about. Write to Dave Kelly, 34 St Leonards Road, Newton Abbott, Devon TQ12 1JX. Photo if possible.

■ Come on, girls, write to your lonely hunk who wants female penpals to write to on any subject. 12 to 16 years old. Stephen Spencer, 126 Huyton Lane, Huyton L36 1TG.

■ Lonely 19 year old male seeks penpals, any age or sex to swop games and things. All letters answered. Jonathan Smith, 18 Granby Road, Headingley, Leeds LS6 3AT.

■ 18 year old male wishes to make acquaintance of Selina Scott lookalike (photo would be a great help — photo from Selina would be even better!) Interests include Selina Scott, the movies, Roxy Music/Bryan Ferry, Spectrums and Firebird's *Elite*. Robin Hogg, 19 Gorseinon Road, Penllergaer, Swansea, West Glamorgan SA4 1AE.

■ I am 10 and would like a penpal (male or female) to swop games, tips and POKEs with. Write to Kevin Butters, 47 Grove Road, Chadwell Heath, Essex RM6 4AQ.

■ Looking for an 18+ female penpal, interested in heraldry and computers. Just started writing programs on my Spectrum. Please write if you're interested. Andrew Ellis, 2 Fleets Road, Sturton by Stow, Lincoln LN1 2BU.

■ Penpal wanted to swop games etc. I have over 250 games. Send your list for mine. All letters answered. Write to Julian Laughlin, 18 Lister Road, Ipswich, Suffolk IP1 5EQ.

■ Anyone who is 16+ and into arcade games and good music (that is, Human League!), please send an sae to Justin Webb, 8 Waylen Street, Reading, Berkshire.

■ English penpal wanted, male or female, aged 15+ to exchange hints, maps, POKEs and games. Mikael Kyhlberg, Lundbergsgatan 25, Falkenberg 31100, Sweden.

■ Hello! I'm 15 and would like a penpal to swop software with. I like adventure games. I have a Spectrum+. Send photo and list to Imran Iftikhar, 36-D Peoples Colony, Faisalabad, Pakistan.

■ G'day! 16 year old Australian wants to swop software etc. Send list; I have a large number of games. Write to Brad Johnstone, 41 Langley Crescent, Griffith, NSW 2680, Australia.

■ I'm 16 and would like a penpal, male or female and older than 13, who would like to swop games and POKEs. Send your list for mine. Write to Agust Mar Gudmundsson, Laugateig 9, 105 Reykjavik, Iceland.

■ Lonely 13 year old seeks female of similar age, not necessarily into computers. All letters answered. I will send a photo: please send a photo to me. Mark Chambers, 43 Upper Cairncastle Road, Carne, Co Antrim, N Ireland BT40 2EF.

■ 21 year old looney requires penpals, good-looking like me, female if possible (Sam Fox lookalikes), willing to swop games and tips, or owt at all. Don't forget to tell Sid! (*Look, I've told you lot — you're not supposed to! Ed*). Kevin Sydenham, 14 Wayland Road, Sheffield S11 8YE.

■ I'm 13 and I would like a penpal (male or female) to swop games, POKEs, maps and hints with. Letters will all be answered. Jacqui Bates, 23 Cooks Mead, Bushey, Herts WD2 3FE.

■ Two male Speccy 48K users wish to swop games, POKEs and hints with males/females 13-16. Write to G Nelson and J Eastham, 3 Clifton Close, Stakeford, Choppington, Northumberland NE62 5AZ. Mug shots if possible (J and G).

■ I am 14 years old. I have about 300 games, and would like to have penpals all over the world to swop hints, tips and software with. Write to Dan Roessing, Ringveien 11, Sunndalsoera 6600, Norway.

■ 17 year old maniac Speccy owner looking for penpals into shoot 'em ups, Falco, Robert Palmer, Pet Shop Boys and Alien(s). Write to: Max Falco, 14 Hilltop Road, Berkhamsted, Herts HP4 2HN. Now!!

■ 17 year old male Speccy owner wants female penpal of any age who owns a computer. Photos optional. Definite reply. Write to Ads, 12 Library Road, Parkstone, Poole, Dorset BH12 2BE.

■ Opus User! Do you use an Opus Discovery 128K? Then you must write to me! Reinhard Frank, Carl-Spitzweg-Strasse 17, 7920 Heidenheim 5, West Germany.

■ Penpals club. Get a penpal. Write with details of yourself and your penpal-to-be, to Ian McCarty, 61 North Gardens, Bloomfield, Belfast 5, N Ireland.

■ I would like a penpal who likes pop music and playing adventures. Preferably female but I don't mind if not. Aged around 15-16. Please write to Simon Hayward, 9 Hapton Place, Heaton Norris, Stockport, Cheshire SK4 1SN.

■ I am a 22 year old Spectrum+ user and I would like to swop hints, tips and games with any other Spectrum user. I have over 400 games. Please write to Robert Vickers, 53 Dorset Avenue, Cheadle Hulme, Cheshire SK8 4QR.

■ Wanted — female penpal (you don't need to own a Speccy). Aged 11-12. Please send a photo to Garath Fox, 16 Kirton Road, Drayton, Portsmouth, Hants PO6 2ES.

■ Attractive 15 year old Spectrum 128+2 owner seeks attractive female to swop games, POKEs and anything else you can think of! Please send a photo. Write now to Nigel Trigger, 67 Astley Road, Chorley, Lancs.

■ Anyone who wishes to swop software, any age, any sex, anywhere. Send your lists for mine. All tapes and letters answered. Write to me now! Paula Streat, 8 Ledbury Street, Peckham, London SE15 1BA.

■ I am 17 and I am seeking an attractive 17+ year old female for swopping hints and tips. Please write to Barry Davison, Kelly's Retreat, Otterham, Near Camelford, Cornwall PL32 9JA.

■ 13 year old male looking for attractive female penpal around the same age. Will reply to all letters. Please write to Colin Graham, 24 Westray Terrace, Hallglen, Falkirk, Scotland.


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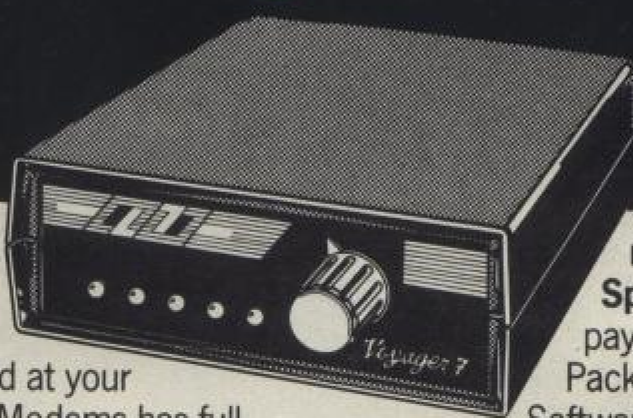
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6 **Jun '86 • Games:** *Ghosts 'n' Goblins/Way Of The Tiger*/128K Games: review round-up **• Features:** *SuperColour*: multi-coloured character squares/Hardware Bonanza: the latest Speccy add-ons/*Tasword III*

7 **Jul '86 • Games:** *Rock 'n' Wrestle/Heavy On The Magik* **• Features:** Music Hardware: makin' music/Saga 2001 Keyboard/Interview: Gargoyle's Greg Follis and Royston Carter

8 **Aug '86 • Games:** *Paperboy/ Pyracurse/The Price Of Magik* **• Features:** Hardware Special: get the most for your money/*Animator 1*: draw your own conclusions/*Speech Melba*: speech synthesis on the Speccy

9 **Sep '86 • Games:** *Miami Vice/ Jack The Nipper/Hijack* **• Features:** Free: wild 'n' wacky YS stickers/It's All In The Wrist Action: T'zer's action-packed arcade special/ *Heavy On The Magick* poster map to plot your route

10 **Oct '86 • Games:** *The Great Escape/Trap Door* **• Features:** Free Trainspotter's Guide Booklet/*Elite*: the complete hackers guide/Hard Facts Special: the 128K Speccy exposed

11 **Nov '86 • Games:** *Scooby Doo/TT Racer/Dan Dare* **• Features:** Spectrum 128+2; the new contender/*3D Game Maker*: CRL's arcade dream/Adventures: a complete clue list for the completely clueless

12 **Dec '86 • Games:** *Dandy/ Avenger/Uridium/WAR/ Lightforce/Trailblazer/Dragon's Lair* **• Features:** Music Feature: hit that perfect beep/Readers' Survey: see what everyone else thought

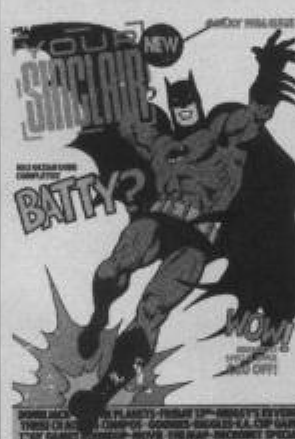
13 **Jan '87 • Games:** *Space Harrier/Star Glider/Gauntlet/Fat Worm Blows A Sparky/Thanatos/They Stole A Million* **• Features:** Carry On Screening: T'zer's magnificent movie special/Compliment System: Saga's complete hardware system/Red Box: the Red Revolution's coming







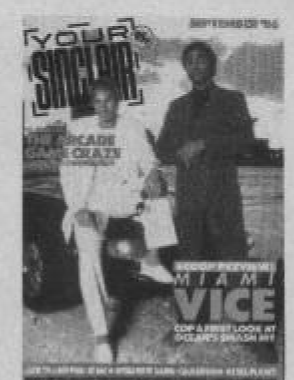




















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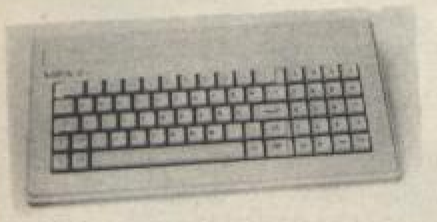
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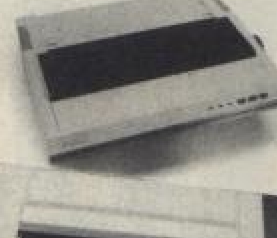
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MAX PHILLIPS HAS NO SCRUPLES? YES, NO OR DEPENDS...

BACK LASH



Trivial question time... What's the big game this month? *Gauntlet? Dandy?* Or, if you're into real class, *Fat Worm Blows A Sparky?*

Have a big think then write your answer in this space:

A. . . . .

Done that? Sorry, you're wrong. Don't you just love trick questions? There *is* a big game doing the rounds at YS this month. But it's never going to get a megagame sticker or get its picture on the cover of *Smash Hits*.

But you can tell it's big by the way people keep disappearing early from work. By tired, exhausted faces crawling into Castle Rathbone forty minutes late. By knowing looks, stifled giggles and frenzied arguments. Everyone who's anyone is playing it.

The funny thing is that it's not a Spectrum game. In fact, it's not a computer game at all! It is... shock... horror... exposé... FRIEND OF PRINCESS DI'S MOTHER'S SON'S COUSIN IN NUDE BATHING PARTY... a board game.

It's called *Scruples*.

A *Trivial Pursuit* clone, with lots of little questions on poorly printed cards to get you chatting and laughing when you're getting it together at a get together. If you've not seen the ads, then you've gotta be that Sid person British Gas was whittering about.

Scruples is an expensive game by Speccy standards — a jolly £14.95 and it hasn't even got a tape in it, let alone a program.

What you get is loads of embarrassing questions and 'moral dilemmas'. Sort of...

"Your friends are amazed by the high scores you left running on the screen. You hacked the program. Do you tell?" or

"Your boy/girl friend buys a Commodore. Do you ditch him/her?"

The real questions get much ruder and a lot more difficult to answer. As play continues (and stops for heated arguments, lurid disclosures of your past atrocities and people bursting into tears), you find out a lot about your friends.

Like who the b***s are, who the goodie-goodies are, who'll lie to save their skin and what really did happen on that school ski-ing trip all those years ago.

"lurid disclosures of your past atrocities."

"if you can't try it you won't buy it"

Trouble is, after you've played a few times, you get to know all the questions and how everybody answers them. No problem sez the rule book — just make up your own questions as you go along. It's much more fun too!

So you're left, after spending £14.95, with a game you can play anyway just by buying a pack of postcards and scrawling a few things on 'em. It wouldn't last five minutes in the real megagame stakes.

The question is...

"You find out how to play a game for next to nothing that costs £14.95 in the shops. Do you buy the real thing?"

Write your answer in the space below:

A. . . . .

As they say in the ads, it's a question of scruples.

Back to the Speccy and you've got a similar dilemma. Because as we all know, but ain't supposed to say, you can get hold of almost any Speccy game for next to nothing by shoving your friend's original into a twin-tape ghetto-blaster.

But should you?

Not even the biggest game lasts forever ... So software houses have to keep chucking out new games like the government does excuses. Which is why you get some dud ones and why they'll try anything to hype a game to the top.

And if you don't buy a game but steal it, then they'll have to produce the next game even more quickly to make up. Until the month when they don't sell any games at all, retire hurt from the Speccy business and open a fish and chip shop.

With the Speccy already considered a touch passe by some companies, that means every game you steal brings the day nearer when there are no new games at all. And the only game you're left playing is 101 uses of a dead Spectrum.

Unfair you cry. When you can't scrape the pennies together for one Mastertronic title a month. When you simply want everything that's got a 9 in its score box...

It takes real guts to choose and then go out and plonk your money down. But you've got to do it if you want to keep the Speccy alive.

It's called doing your bit to help. Because if you stick to the straight and narrow then software houses can relax a little and put more time into producing better games. And maybe even drop their prices a bit — after all, we know that budget doesn't mean nasty any more. If the cheapies carry on at the rate they're going we may well see an end to £7.95'ers at long last.

And software shops can help too. Because they've got to let you try games out for a decent amount of time and most of them don't. Next time you get chucked out of a shop, remind them that if you can't try it, you won't buy it. If they still insist on being stupid s-p-e-l-l-i-t-o-u-t — if no-one buys games off them, they'll starve to death.

Which just leaves the software houses. Who've already discovered that putting out old games at more reasonable prices, or stuffing five of them onto one tape, encourages people to buy them.

It wouldn't take a genius to realise that you can do cut-down versions of a game too. Like the demo *Rasputin* tape *YS* used to tempt you into buying the first issue. Put playable demos for all the month's top games onto one tape and flog it for £1.50 and you make a lot of money. And sell a lot of games.

That's the solution. Learn it. Consider the arguments. Then answer the following question... which really *is* in *Scruples*...

"A friend offers to sell/swop you some expensive computer software which you know is illegally copied. Do you do it?"

A. . . . .

Not if you've got half a brain you don't.

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